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Mastering the Basics, Volume Three

Making Good Shape

by Rob van Zeist and Richard Basilic

Good shape is a subject that has received scant attention in Japanese go literature. Although references to shape can be found in most books, there is no one book devoted exclusively to this subject. However, understanding and recognizing good shape is important for becoming a strong player and developing the intuition that will instantly guide you to finding the strongest moves in the opening and the middle-game fighting.

The brain is made up of two hemispheres whose functions are different but complementary. The right hemisphere is superior in handling geometrical concepts and the left hemisphere is superior in handling analytical processes. Playing go involves an interesting interplay between these two abilities. The right hemisphere provides the geometrical vision necessary to see the shape that you wish to achieve while the left hemisphere provides the analysis that is needed to achieve that shape. Studying shape is an excellent vehicle for developing and integrating both the geometrical and analytical powers of the brain.

The first chapter begins with an extensive theoretical introduction to shape, beginning with the efficient placement of stones. It then goes on to discuss thickness — how to use it and how to counter it, and how, if used improperly, it can result in the overconcentration of stones. It continues by contrasting the concept of thick stones with that of thin stones, then finally explains what are heavy stones and what are light stones, and how these relate to the important concept of sabaki, which is essentially a method for making good shape.

The second chapter gives examples of the standard shapes, both good and bad, such as ponnuki, empty triangles, the center of three stones, the head of two and three stones, etc.

The third chapter consists of a more than two hundred problems to give readers the practice needed to hone their ability to find the shape move in their games.

Volume Three: Making Good Shape

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The cover: An oban dyptych by Utagawa Yoshimori entitled *Minamoto no Raiko in Distress*. Before being attacked by the Ground Spider, a sick Raiko dozes while his retainers are engrossed in a game of go. For the story of the "Raiko and the Ground Spider" legend, see *Go World* #62 or go to Kiseido's web site at <http://www.kiseido.com/printss/raiko.html>. From the collection of Mizuguchi Fujio.

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Go World News

November 2002~February 2003
by John Power

International



Yi Ch'ang-ho (right) defeats Chang Hao in the final of the 1st Toyota & Denso Cup. Watching is Yun Ki-hyeon 9-dan of Korea.

Cho Hun-hyeon wins 7th Samsung Cup

Our heading in our Samsung report in GW96 was 'China dominates 7th Samsung Cup'. That seemed a reasonable view, as China took six of the eight quarterfinal places and three of the four semifinal places. However, as long as there is a Korean player left, he has to be considered the favourite. Unfortunately for China, victory once again proved elusive. In the best-of-three final, Cho Hun-hyeon of Korea defeated Wang Lei 2-0, so the Korean monopoly of international titles continues.

This is Cho's second Samsung Cup in a row, his 11th international title, and his sixth title in the last three years. He is even outperforming his disciple Yi Ch'ang-ho, who has won 'only' four titles in the same period. Cho just seems to go from strength to strength as he approaches his 50s (he reaches this milestone on 10 March).

First prize is 200 million won (about ¥20 million or \$165,000).

Semifinals

(12 Nov.) Cho Hun-hyeon 9-dan (Korea) (B) defeated Wang Yuhui 7-dan (China) by resig.; Wang Lei 8-dan (China) (B) d. Hu Yaoyu 7-dan (China) by 4½.

(13 Nov.) Cho (W) d. Wang by 3½; Wang (W) d. Hu by 1½.

Final

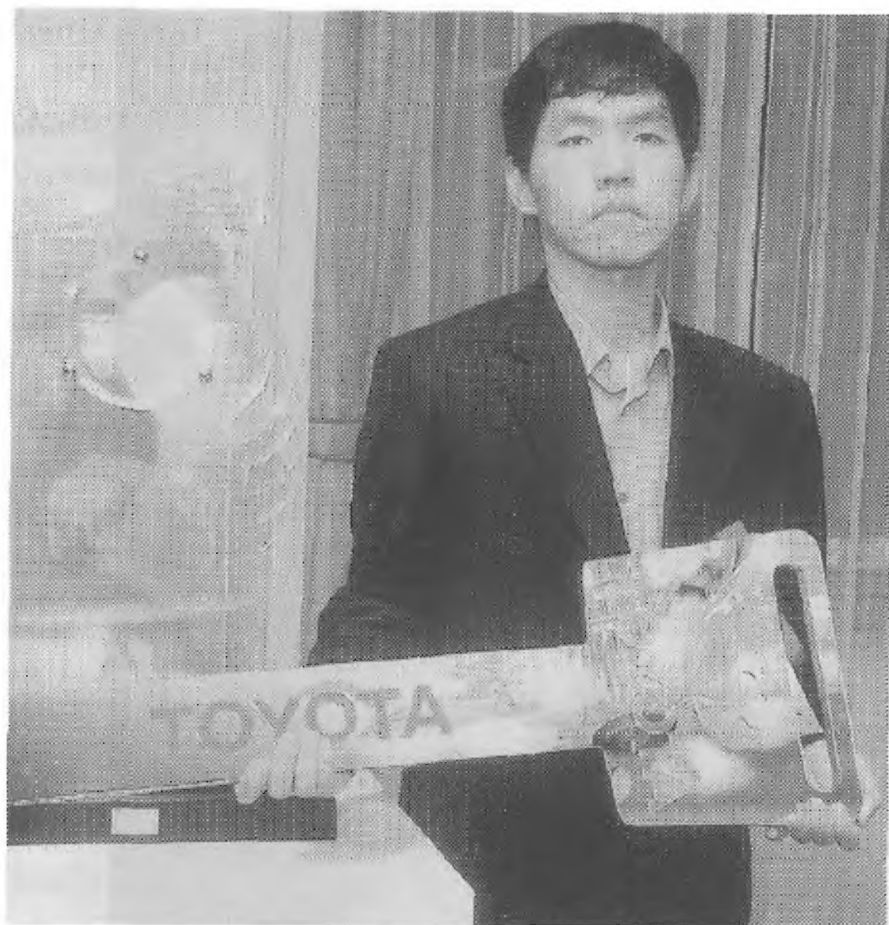
Game 1 (13 Jan.). Cho (W) by 12½.

Game 2 (14 Jan.). Cho (B) by resig.

Yi Ch'ang-ho wins Toyota & Denso Cup

The final* of the 1st Toyota & Denso Cup World Go Oza was held at the Hotel Grand Palace in Tokyo on 29 January. Playing

* Just one game, not a best-of-three, as we wrote in GW96.



Yi receives an outsized key for his bonus prize.

black, Yi Ch'ang-ho 9-dan of Korea forced Chang Hao 9-dan of China to resign after 175 moves. Chang made an unfavourable trade early on, and after that Yi played almost faultlessly, weathering a do-or-die attack launched by Chang, and easily wrapped up the game.

Once again Chang failed in his ambition to take a world title and once again he was blocked by Yi. The latter is really his nemesis, with an 18-4 record against him.

First prize is 30 million yen, with a luxury Toyota Celsio car thrown in. Last March, when the tournament began, Yi said in response to a reporter's question that he was planning to get a driving licence. He did do so and now he has the car to go with it.

Korea dominates 7th LG Cup

Only one non-Korean player had reached the quarterfinals of the 7th LG Cup — Zhou Heyang of China — but he was eliminated by a 4-dan, Weon Seong-chin, so Korea monopolized the semifinal places. There the two Yis prevailed and will meet in the best-of-five final, which is scheduled for the end of February (two games) and the end of March.

Quarterfinals (30 October, Pusan)

Weon Seong-chin 4-dan (W) d. Zhou Heyang 9-dan (China) by resig.; Yi Se-tol 3-dan (W) d.

Pak Yeong-hun 3-dan by resig.; Yi Ch'ang-ho 9-dan (W) d. Yu Ch'ang-hyeok 9-dan by $3\frac{1}{2}$; Cho Han-seung 5-dan (W) d. Cho Hun-hyeon 9-dan by $\frac{1}{2}$.

Semifinals (11 February)

Yi Se-tol (B) d. Cho by $2\frac{1}{2}$; Yi Ch'ang-ho (B) b. Weon by resig.

Korea wins 4th Nong Shim Cup

As reported in our previous issue, Korea made a great start in this team tournament when its 17-year old title-holder Pak Yeong-hun won all four games in the Beijing Round that launched the tournament.

In the second round, Japanese hopes flickered briefly when Kobayashi Koichi won two games, but then another youthful star took over and even outshone Pak. This was Hu Yaoyu 7-dan of China, who turned 21 on 18 January. He won the final three games of the Pusan Round, then continued with two more wins in the concluding Shanghai Round. His victims included three top Japanese players in Kobayashi Gosei, Kato Honinbo and Yoda Meijin, and also Cho Hun-hyeon of Korea, so it was an outstanding effort.

Korea saved its best player for last. Yi Ch'ang-ho finally put a stop to Hu's winning run, then also disposed of China's last player. No matter how well other teams do along the way, these team tournaments all end up with Korea winning. Neither Japan nor China can match its depth, though the latter at least provided real opposition this time. For Japan, which fielded what on paper was its strongest team so far, the match was yet another disappointment.

The Pusan Round

Game 5 (23 Nov.). Kong Jie 7-dan (W) (China) d. Pak by resig.

Game 6 (24 Nov.). Kobayashi Koichi 9-dan (Japan) (B) d. Kong by $4\frac{1}{2}$ points.

Game 7 (25 Nov.). Kobayashi (B) d. Yun Hyeon-seok 7-dan (Korea) by resig.

Game 8 (26 Nov.). Hu Yaoyu 7-dan (W) (China) d. Kobayashi by $3\frac{1}{2}$.

Game 9 (27 Nov.). Hu (B) d. Kim Seung-chun 7-dan (Korea) by resig.

Game 10 (28 Nov.). Hu (W) d. Kato Masao 9-dan (Japan) by $2\frac{1}{2}$.



Yi Ch'ang-ho (right) puts a stop to Hu's winning run in the Nong Shim Cup.

The Shanghai Round

Game 11 (20 Jan.). Hu (W) d. Cho Hunhyeon 9-dan (Korea) by $1\frac{1}{2}$.

Game 12 (21 Jan.). Hu (B) beat Yoda Norimoto 9-dan (Japan) by $\frac{1}{2}$.

Game 13 (22 Jan.). Yi Ch'ang-ho 9-dan (Korea) (B) beat Hu by $5\frac{1}{2}$.

Game 14 (23 Jan.). Yi (W) beat Luo Xihe 8-dan (China) by resig.

New Women's World Championship

A new international women's championship, the Cheongkwanjang Cup, has been founded. It is named after a form of red ginseng, a health and diet food, marketed by a Korean company (the brand name literally means 'upright official's village'), and first prize is 30 million won.* In effect, this tournament replaces the Hung Chang Cup, which was suspended after completing its second term in February 2001 (won by Rui Naiwei, playing for Korea); it joins the other international women's tournament, the Chinese-sponsored Haojue Cup, which was founded in 2002 (and won by Yun Yeongseon 2-dan of Korea).

Six players from Korea, five from Japan and five from China competed in the first

round, held at the Korean Ki-in in Seoul on 7 November. The results were an overwhelming triumph for the home side: all six Koreans won. They were joined by two Chinese players, which means that the round was a wipeout for the Japanese.

In the second round, which ironically was held at the Yaesu Igo Centre, the central Tokyo playing hall of the Nihon Ki-in, on 18 December, China did better, with both its players winning, not to mention the Chinese-born Rui. In the best-of-three semifinals, Rui and Zhang prevailed, so they will meet in the final, also best-of-three, scheduled for 8~10 March in Seoul.

Round One (7 Nov., Seoul)

Rui Naiwei 9-dan (Korea) (W) d. Kobayashi Izumi 5-dan (Japan) by resig.; Zhang Xuan 8-dan (China) (W) d. Koyama Mitsuru 5-dan (Japan) by resig.; Hua Xueming 7-dan (China) (W) d. Yoshida Mika 7-dan (Japan) by $7\frac{1}{2}$; Pak Chi-eun 3-dan (Korea) (W) d. Kato Tomoko 5-dan (Japan) by resig.; Yun Yeongseon 2-dan (Korea) (B) beat Inori Yoko 5-dan (Japan) by $1\frac{1}{2}$; Yi Chi-hyeon 2-dan (Korea) (B) d. Tang Ying 1-dan (China) by resig.; Kweon Hyo-chin 3-dan (Korea) (B) d. Liang Yadi 2-dan (China) by resig.; Cho Hye-yeon 3-dan (Korea) (W) d. Ye Gui 5-dan (China) by resig.

* Thanks to John Fairbairn for this information.

Round Two (18 Dec., Tokyo)

Rui (Korea) (W) d. Cho (Korea) by 12½;
Zhang (China) (B) d. Yun (Korea) by resig.;
Kweon (Korea) (W) d. Yi (Korea) by 3½; Hua
(China) (W) d. Pak (Korea) by 6½.

Semifinals

Game 1 (17 Feb.). Rui (B) d. Hua by resig.;
Zhang (W) d. Kweon by resig.

Game 2 (18 Feb.). Rui (W) d. Hua by resig.
(Rui won 2-1); Kweon (W) d. Zhang by ½.

Game 3 (20 Feb.). Zhang (B) d. Kweon by re-
sig. (Zhang won 2-1).

4th Chunlan Cup: Hane vs. Yi Ch'ang-ho

After a half-year gap (the second round was held in Beijing on 20 May), the quarter-finals and semifinals of the 4th Chunlan Cup were held in Shenzhen in Guangdong Province at the end of last year. For once there was some good news for Japan: Hane Naoki, who had just defended his Tengen title, reached the final. This is his first significant success in an international tournament, and he is the first player from Japan to reach a final for one and a half years. However, he faces a very tough opponent: Yi Ch'ang-ho, who will be seeking to complete a grand slam of international titles. Yi has an awesome record in international finals: only one loss in 17 appearances.

This was yet another frustrating result for China, which has yet to win its own tournament.

The best-of-three title is scheduled for 16, 18 and 20 March.

Quarterfinals (26 December)

Chang Hao 9-dan (China) (B) d. Cho U 7-dan (Japan) by resig.; Luo Xihe 9-dan (China) (B) d. Yuki Satoshi 9-dan (Japan) by 1½; Hane Naoki 9-dan (Japan) (B) d. Cho Hun-hyeon 9-dan (Korea) by resig. (this game is given on page 45); Yi Ch'ang-ho 9-dan (Korea) (B) d. Zhou Heyang 9-dan (China) by resig.

Semifinals (28 December)

Hane (W) d. Luo by resig.; Yi (W) d. Chang by resig.

Cho Chikun Wins the Japan-China Agon Kiriya Cup Play-off

One of the few bright spots for Japan on the international scene recently has been its

success in the Japan-China Agon Kiriya Cup Play-off. Thanks to Cho Chikun, Japan's monopoly now extends to its fourth year.

The 4th play-off was held at the Hotel Okura in Tokyo on 5 December. Playing black, Cho Chikun defeated Yu Bin 9-dan by 5½ points.

On the same day, an unofficial game was played between the youngest members of the Japanese and Chinese Go Associations. Chen Yaoye 3-dan of China, born on 16 December 1989, defeated Iyama Yuta 2-dan, born on 24 May 1989, by resignation (Chen had white).

Current international champions

4th Ing Cup: Yi Ch'ang-ho
1st Toyota & Denso Cup: Yi Ch'ang-ho (Korea)
15th Fujitsu Cup: Yi Se-tol (Korea)
7th Samsung Cup: Cho Hun-hyeon (Korea)
3rd Chunlan Cup: Yu Ch'ang-hyeok (Korea)
6th LG Cup: Yu Ch'ang-hyeok (Korea)
14th TV Asia Cup: Yi Ch'ang-ho (Korea)
1st Haojue Cup (Women's): Yun Yeong-seon (Korea)
4th Nong Shim Spicy Noodles Cup: Korea
1st Igo Asia Cup in Okinawa: Korea

Most world championships won

17: Yi Ch'ang-ho
11: Cho Hun-hyeon
6: Takemiya Masaki, Yu Ch'ang-hyeok
4: Yoda Norimoto
2: Otake Hideo, Ma Xiaochun, Yu Bin, O Rissei
1: Kobayashi Koichi, Rin Kaiho, Cho Chikun, Seo Pong-su, Yi Se-tol

Team championships

(Jinro, Nong Shim, Okinawa)

10: Korea

Korean monopoly continues

The remarkable Korean monopoly of world titles has now continued for two and a half years. We trace its path below. Korea has won all men's, women's and team tournaments since August 2000. In 2002, moreover, only Koreans reached the finals.

2000

August: Cho Hun-hyeon wins 13th Fujitsu Cup.

Rui Naiwei wins 1st China Eastern Airlines Cup.

Dec.: Yu Ch'ang-hyeok wins 5th Samsung Cup.

Yi Ch'ang-ho wins 4th Ing Cup.

2001

February: Rui wins 2nd Hung Chang Cup.

March: Korea wins 2nd Nong Shim Cup.

May: Yi Ch'ang-ho wins 5th LG Cup.

Cho Hun-hyeon wins 13th TV Asia Cup.

June: Yu Ch'ang-hyeok wins 3rd Chunlan Cup.

August: Cho Hun-hyeon wins 14th Fujitsu Cup.

Nov.: Cho Hun-hyeon wins 6th Samsung Cup.

2002

February: Korea wins 3rd Nong Shim Cup.

March: Korea wins 1st Igo Asia Cup.

April: Yu Ch'ang-hyeok wins 6th LG Cup.

May: Yi Ch'ang-ho wins 14th TV Asia Cup.

August: Yi Se-tol wins 15th Fujitsu Cup.

2003

January: Cho Hun-hyeon wins 7th Samsung Cup.

Yi Ch'ang-ho wins 1st Toyota Cup.

Korea wins 4th Nong Shim Cup.

News from Japan

O Meien wins first Oza title

O Meien has become the second player with the name 'king' to win the Oza or 'throne' title. He did this in an exciting title match that featured the first loss on time in a title match. In the second game, Cho, who was down to the last of five minutes of *byo-yomi* time, didn't notice his opponent move and he thought the timekeeper was reading out the seconds (*byo-yomi*) for his opponent. When the timekeeper reached 'ten', Cho lost on time.

Something else unusual happened in the fourth game. Cho had been handicapped by lack of time in the previous two games (in the third game he suffered an upset half-point loss late in the game), so he made an effort to play fast. For once, he did not go into *byo-yomi*. However, he was unable to keep up the speedy play in the fifth game.



O Meien (left) wraps up a hard-fought series in the fifth game and makes his debut as Oza.



Hane Naoki (right) completes a rock-solid defence of his Tengen title.

Winning his first Oza title may be some consolation to O for losing his Honinbo title earlier in 2002. Surprisingly for a player who has twice won a top-three title, it is only his fifth title overall. Cho Chikun again finds himself in the unfamiliar position of not having a title to his name.

The results:

Game 1 (10 Oct., Shanghai). Cho (W) by resig.
 Game 2 (31 Oct.). O (W) won on time.
 Game 3 (21 Nov.). O (B) by $\frac{1}{2}$.
 Game 4 (28 Nov.). Cho (B) by resig.
 Game 5 (12 Dec.). O (W) by resig.

Hane defends 28th Tengen title

Cho Sonjin 9-dan, the player who ended Cho Chikun's decade-long monopoly of the Honinbo title, made his first challenge for the Tengen title, but, contrary to expectations, was unable to win a game. Hane Naoki was in excellent form and forced resignations in all three games, thus completing his first defence of this title.

The results:

Game 1 (7 Nov.). Hane (B) by resig.

Game 2 (21 Nov.) Hane (W) by resig.
 Game 3 (28 Nov.). Hane (B) by resig.

Debut of the 6½-point komi

As mentioned in the previous issue, Japan has decided to fall in line with the international trend to increase the komi. The new komi debuted on 6 November in games played in the 22nd Women's Honinbo preliminaries. The following day, the Gosei became the first of the top seven titles to adopt the new komi. Incidentally, not all titles are waiting for the start of a new term: the 28th Meijin league is using the new komi even though the qualifying rounds were played with the old one.

All amateur tournaments adopted the new komi as of 1 January, and the World Amateur Go Championship will follow suit in June.

Yamashita leads in Kisei title match

Yamashita Keigo 7-dan, one of the 'hopes' of the new generation in Japan, has made an excellent start to his first challenge for a big-three title, taking a 3-1 lead over O Rissei in the 28th Kisei title match. Yamashita hasn't seemed daunted by the big



Yamashita (L) makes an excellent start to his Kisei challenge. Also in the picture are Otake Hideo (foreground), Takagi Shoichi (right of Yamashita) and Rin Kaiho (right of O Rissei).

occasion: he has played his usual boldly attacking, centre-oriented game. Even so, O actually took the lead in both of the first two games, but Yamashita, thanks to a never-say-die perseverance, managed to stage upsets. Coming from behind in unfavourable positions is usually the forte of O, so this was an ominous sign for the title-holder. O did make a comeback in the third game, but then he was completely outplayed in the fourth game, being forced to resign at 11:31 a.m. on the second day after just 119 moves. At this point, Yamashita's chances of taking the top title look very good.

The crucial fifth game will be played on 26 & 27 February – just after we go to the printer, unfortunately.

Yamashita won the right to challenge O by defeating Ryu in the play-off between the Kisei leagues. It was held on 14 November; playing black, Yamashita won by half a point.

Results to date:

Game 1 (16, 17 Jan.). Yamashita (W) by 6½.

Game 2 (29, 30 Jan.). Yamashita (B) by resig.

Game 3 (5, 6 Feb.). O (B) by 4½.

Game 4 (19, 20 Feb.). Yamashita (B) by resig.

Kobayashi defends 21st Women's Honinbo

As reported in our previous issue, this title match went right down to the wire, with Kobayashi Izumi 5-dan making a comeback to even the score after losing the first two games. In the final game, held on 30 October, Kobayashi (W) defeated Chinen Kaori by 2½ points and so won this title for the second time.

Inori/Cho Chikun win 9th Ricoh Cup Pair Go

For the second year in a row, the team of Inori Yoko 5-dan and Cho Chikun, 25th Honinbo, has won the professional pair-go tournament. In the final, played on 26 January, they defeated the team of Yoshida Mika 7-dan and Kobayashi Koichi Gosei.

First prize is five million yen, one million of which is donated to buy go sets for schools around Japan.

Fujitsu Cup places

Unseeded Japanese places in the 16th Fujitsu Cup have been won by Takao Shinji 8-dan, Kobayashi Satoru 9-dan, Hane Naoki Tengen, and Cho Chikun. Seeded players are O Rissei, Yoda, O Meien, and Kato.

58th Honinbo league (3 October 2002 to spring 2003) Title-holder: Kato Masao

Rank	Player/opponent	OM	CU	CS	CC	KK	RK	RS	YK	Score
1	O Meien	—	0	1		1		1	1	4-1
2	Cho U	1	—		1	1	1	1		5-0
3	Cho Sonjin	0		—	1	0	0		1	2-3
4	Cho Chikun		0	0	—		1	0	0	1-4
5	Kobayashi Koichi	0	0	1		—			0	1-3
5	Rin Kaiho		0	1	0		—	1	0	2-3
5	Ryu Shikun	0	0		1		0	—		1-3
5	Yamashita Keigo	0		0	1	1	1		—	3-2

28th Meijin league (28 November 2002 to summer 2003)

Title-holder: Yoda Norimoto

Rank	Player/opponent	CC	RS	YK	OM	RK	OR	TM	MT	CU	Score
1	Cho Chikun	—			1			1			2-0
2	Ryu Shikun		—		0		1				1-1
3	Yamashita Keigo			—			1	1			2-0
4	O Meien	0	1		—						1-1
5	Rin Kaiho					—			1	1	2-0
6	O Rissei		0	0			—			0	0-3
7	Takemiya Masaki	0		0				—	0		0-3
7	Mizokami T.					0		1	—	0	1-2
7	Cho U					0	1		1	—	2-1

Cho U leads Honinbo league

Cho U 7-dan seems to have a good chance of making his second challenge for the Honinbo title. He and immediate past Honinbo O Meien shared the lead for the first four rounds of the 58th league, but Cho took the honours in their fifth-round encounter (6 February), so he has the sole lead.

Besides Cho and O, Yamashita Keigo also has an outside chance of becoming the challenger, but he needs the other two to lose all their remaining games, in which case he would qualify for a play-off with Cho.

It's sad to see that the greatest Honinbo of modern times, Cho Chikun, faces almost certain demotion from the league.

28th Meijin league

It's too early to make any predictions — let's just note that recent challengers Rin Kaiho and Cho Chikun have their sights firmly set on return matches and their main obstacle will probably be Yamashita Keigo.

Okada Yumiko wins first title

Okada Yumiko 5-dan, the daughter of

Abe Yoshiteru 9-dan, won her first title on 16 December when she defeated Umezawa Yukari 5-dan in the final of the 4th Strongest Woman Player. Playing white, Okada won by 8½ points. She followed the well-established precedent in Japan of pregnant players winning titles — she is due to have her third child in May.

The popular Umezawa, well known for her connection with the TV cartoon *Hikaru no Go*, failed in her first bid for a title.

Takao Shinji reaches NEC Cup final, becomes Judan challenger, wins New Stars

The 26-year-old Takao Shinji 8-dan seems poised to make a breakthrough to a new level in his career. He has long been considered one of the most promising players of the younger generation, along with Yamashita Keigo 7-dan and Cho U 7-dan. However, the other two had forged ahead of him, with Yamashita winning the Gosei title in 2001 and becoming this year's Kisei challenger and Cho U challenging for the Honinbo title in 2001 and winning the NHK Cup last year.

Takao is now making up some of his lost ground. First of all, in the semifinal of the 22nd NEC Cup, played on 1 February, he defeated Cho U (W) by $3\frac{1}{2}$ points, thus qualifying for the final (his opponent will be either Ryu Shikun 7-dan or Yamada Kimio 8-dan).

Takao then scored a bigger win on 10 February, when he defeated Yamashita in the play-off to decide the challenger for the 41st Judan title. Yamashita had won the Winners' Section of this tournament way back on 20 October last year. Takao had lost in the first round of this section, but then he played brilliantly in the Losers' Section, defeating Cho Chikun in the final game. In the play-off between the sections, Takao had white and forced a resignation after 204 moves.

This will be Takao's first challenge for a top-seven title. The first game with O Rissei Judan is scheduled for 6 March.

Takao warmed up for the title match by winning the final of the 33rd New Stars, a TV haya-go tournament. He defeated Kim Shujun 7-dan (B) by $1\frac{1}{2}$ points; incidentally, the Korean-born Kim, 24 years old and a disciple of Cho Chikun's, is also considered a potential future title-winner.

In between these achievements, Takao found time to secure an unseeded Japanese place in this year's Fujitsu Cup, so he will also be making his international debut.

As we go to press, Takao is sitting on a nice winning streak: 14 games in a row. He hasn't lost a game since mid-December.

Obituary: Hans Pietsch (1968-2003)

We very much regret to have to report the death of Hans Pietsch, professional 4-dan at the Nihon Ki-in. Hans was on a go-instruction tour of three Central American countries, accompanied by Nagahara Yoshiaki 6-dan. After attending the Havana International Tournament in Cuba, the two proceeded to Guatemala on 13 January. On the 16th, they went on a sightseeing trip, guided by Edgardo Caceres, president of the Guatemalan Go Association. After leaving their hotel in Guatemala City at 7 a.m., they visited an observatory at Lake Amatitlan at

about 7:40. When they returned to their car at about 7:50, in an otherwise deserted parking lot, they were attacked by two gunmen just after they had got back into the car. Although they handed over their money and other valuables, one of the gunmen shot Hans in the side, puncturing the peritoneum. Hans was sitting in the back seat, so the actual shooting was not seen by either Nagahara or Caceres, in the front seats; their attention was on the other gunman, who still had his gun pointed at them. No one knows why the gunman felt it necessary to shoot Hans.



Because Lake Amatitlan is an isolated area, it took a while for an ambulance to arrive. After it arrived at Amatitlan National Hospital, Hans was declared dead, at 8:52 a.m. The cause of death was loss of blood.

Tragedy was succeeded by farce: the Guatemalan police seemed to regard Nagahara and Caceres as suspects, testing both for gunpowder residues. Nagahara was let go on representations being made by the Japanese Consul, but Caceres was held over the weekend, presumably on the suspicion that he was in league with the criminals and had arranged to meet them at Lake Amatitlan. It was not till Monday that Caceres could secure a hearing before a judge, who

dismissed the grounds for arresting him as being without merit. The incompetence of the Guatemalan police don't inspire confidence they will apprehend the criminals.

Hans's death was a great shock to the Nihon Ki-in and Japanese go fans. He became a professional in 1997 and thereafter earned rapid promotion, reaching 4-dan in 2000. Hans was a very popular figure at the Nihon Ki-in: he was always cheerful and friendly and recently he had achieved a high profile, being featured in Nihon Ki-in advertising as the teacher of a popular beginners' class. His untimely death is a great blow to the go world.'

Otake Hideo, Honorary Gosei, paid Hans a tribute: 'Hans Pietsch was gentle and courteous and was loved by his fellow go professionals. His loss is all the greater because he was an indispensable figure for the internationalization of go.

Hans was posthumously promoted to 6-dan (the first-ever such promotion by two ranks). He was also awarded the International Prize among the Kido Prizes for 2002. We extend our sincere condolences to Hans's family in Bremen and to all his friends.

Osawa Narumi wins Women's Kakusei

In the final of the 24th Women's Kakusei title, played on 17 February, Osawa Narumi 2-dan (B) defeated Umezawa Yukari 5-dan by resignation. Osawa first made news when she won the 21st Kakusei in 1999 when still a 1-dan. Umezawa is finding her first title elusive.

Chinen wins 6th DoCoMo Cup Women's Kisei

Chinen Kaori is dominating this tournament and has now won it four years in a row. Kato Keiko 4-dan was seeking revenge for an unsuccessful challenge two years ago, but she lost by the same margin as before, 1-2.

The results:

Game 1 (24 Jan.). Kato (W) by resig.

Game 2 (3 Feb.). Chinen (W) by resig.

Game 3 (10 Feb.). Chinen (W) by resig.

Hane wins 43rd Crown tournament

The Okan (Crown) title is open only to players at the Nagoya or Central Japan headquarters of the Nihon Ki-in; unusually for a title, it is decided by just one game. Last year Yamashiro Hiroshi 9-dan won it for a record 13th time, but this year he lost to the challenger, Hane Naoki Tengen. The game was played on 14 November, and Hane, playing black, won by 2½ points. This is Hane's second Okan title; his first target is to catch up with his father, Yasumasa, who has won it four times.

Amateur Honinbo beats professional Honinbo

The 40th annual play-off between the amateur and professional Honinbos was held at the Sunshine City Culture Hall in Ikebukuro in Tokyo on 4 November. This year the amateur Honinbo, Samejima Ichiro, who had won this title for the first time, received a handicap of two stones and five points reverse komi from the professional Honinbo, Kato Masao (the handicap changes by 2½ points each time). This proved to be enough. The handicap stones can be placed freely, and Samejima chose two diagonally opposite 5-5 points. He backed up his aerial strategy with sound play and earned a resignation after 282 moves.

Abolition of the Oteai

After much discussion and agonizing among professionals over the last couple of years, the Nihon Ki-in has finally decided to abolish the Oteai or rating tournament. The Oteai has been in trouble since 1961, when it lost its sponsor, the Asahi Newspaper. Although it played an important role in professional life by deciding promotions, game fees were very low and there was no forum for publishing its games. Strong young players felt little incentive to take part. Ryu Shikun, for example, was more interested in winning titles than in raising his dan and he gave up playing in the Oteai altogether after becoming 7-dan in 1996.

After polling the opinions of its members, the Nihon Ki-in decided to abolish the Oteai as of the end of 2002. Promotion will now be

based on tournament results. There are three ways of being promoted.

1. Winning a title

Promotion to 9-dan: Winning the Kisei, Meijin or Honinbo or an international title once or winning the Judan, Tengen, Oza or Gosei title twice.

Promotion to 8-dan: Winning the Judan, Tengen, Oza or Gosei title once; challenging for the Kisei, Meijin or Honinbo; coming second in an international title.

Promotion to 7-dan: Challenging for the Judan, Tengen, Oza or Gosei title; winning the Agon Kiriya Cup or the Ryusei; entering the Kisei, Meijin or Honinbo league.

2. Number of wins

8-dan to 9-dan: 200 wins

7-dan to 8-dan: 150 3-dan to 4-dan: 50

6-dan to 7-dan: 120 2-dan to 3-dan: 40

5-dan to 6-dan: 90 1-dan to 2-dan: 30

4-dan to 5-dan: 70

3. Winning the most prize money within a dan group (1- to 6-dan only)

Top 6-dan: to 7-dan

The top two 1-dans to 5-dans will go up a dan.

(A player can be promoted only once a year, that is, he or she can't earn separate promotions in categories 2 and 3.)

This system will initially be tried out for two years. Also, past results will be recognized (so Ryu should be promoted immediately). However, only 90% of cumulative win totals from the past can be counted. (For example, a 1-dan who has won 30 games since turning pro can count only 27 of them.)

For the sake of players who were close to attaining promotion in the Oteai, it will be continued during the transition, that is, Oteai points will be awarded for eight ordinary games, starting from 1 April 2003. Since these will be komi games, the points allotted will be slightly different from the traditional system.

On the face of it, the new system doesn't seem designed to curb dan inflation (for example, there are some players who have

been 1-dan for two or three decades who will have won a lot more than 30 games by now). However, the 42 Nihon Ki-in 8-dans averaged only 12.9 wins last year, at which rate it will take 15.5 years on average to go to 9-dan. The best 8-dan had 45 wins, so even he will take nearly 4½ years, compared with the 3-year minimum under the Oteai. According to the chart in #2 above, it will take 750 wins to go all the way to the top. Just for the record, the 316 professionals active at the Nihon Ki-in last year scored 4222 wins amongst them, so it would take an average professional 56 years to make 9-dan. That seems to indicate the new system will put a brake on promotions.

Reform of tournament system

On 20 February, the Nihon Ki-in announced another major reform: an overhaul of the tournament system, that is, the way preliminary sections of tournaments are organized. Until now, they have been organized according to rank, that is, the 1- to 4-dans would start out in the 1st preliminary section, the winners in which would then join the higher-ranked players, who all start out in the second section. Now the players will be grouped into three sections strictly on merit, that is, according to previous results in the tournament concerned. That means that a 9-dan who has done badly will have to start out in the first preliminary section. Strong young players will benefit. Even if a player did well one year in a tournament, he still had to start out from the beginning the next term. In the new system, good results will mean he can skip the first section. This reform should stir things up on the tournament scene.

A second reform is that differences in game fees according to dan ranks will also be abolished. Now the fee will be a set one for each section, regardless of dan.

The new board of directors that came into office at the end of July last year has certainly wielded a vigorous new broom, starting with the changeover to the 6½-point komi. What a pity they didn't see fit to institute a points rating system for professionals like the Chinese one. *Continued on page 48*

The 27th Meijin Title Match

Yoda Norimoto vs. Cho Chikun

During the mid 1990s, Cho Chikun dominated the Japanese go scene by monopolizing the top three — Kisei, Meijin, and Honinbo — titles. Suddenly, in quick succession, starting in June 1999, he lost his Honinbo title to Cho Sonjin, his Kisei title to O Rissei in February 2000, and then his Meijin title to Yoda Norimoto in November 2000. He then found himself in the jungle of the leagues, not only fighting to become the challenger, but also struggling to stay there and not be relegated to the status of a has-been go player. Finally, he won a league, the Meijin, and, after two years, a chance to get revenge on the player who took the title from him, Yoda Norimoto.

Going into the title match, Cho was the favorite to win, based almost solely upon the fact that he had never lost a challenge for a best-of-seven title. Unfortunately for Cho, Yoda was in top form and Cho was able to win only one game in this best-of-seven series.

Game One

White: Yoda Norimoto Meijin

Black: Cho Chikun Oza

Komi: 5½ points; time: 8 hours each.

Played in Beijing on 11 & 12 September 2002.

Commentary by Rin Kaiho 9-dan. Report by Naito Yukiko.

Yoda came into the playing room 13 minutes before the game was scheduled to start and spent the time chatting with Ishida Yoshio 9-dan, who was the referee for this game.

The time limits for the longest tournament games played in China are three hours for each player. A two-day game there with each player having eight hours to consider his moves seemed like strange luxury to the Chinese, so there was a lot of coverage by newspapers, magazines, and three TV stations. The playing room was a hive of activity. Altogether, five cameras were set up in the playing room. Then, six minutes before the start, Cho arrived, and suddenly the room became still.

Cho won the *nigiri* to decide which player would play black. Taking hardly any time, he played two star points on the right side with 1 and 3.

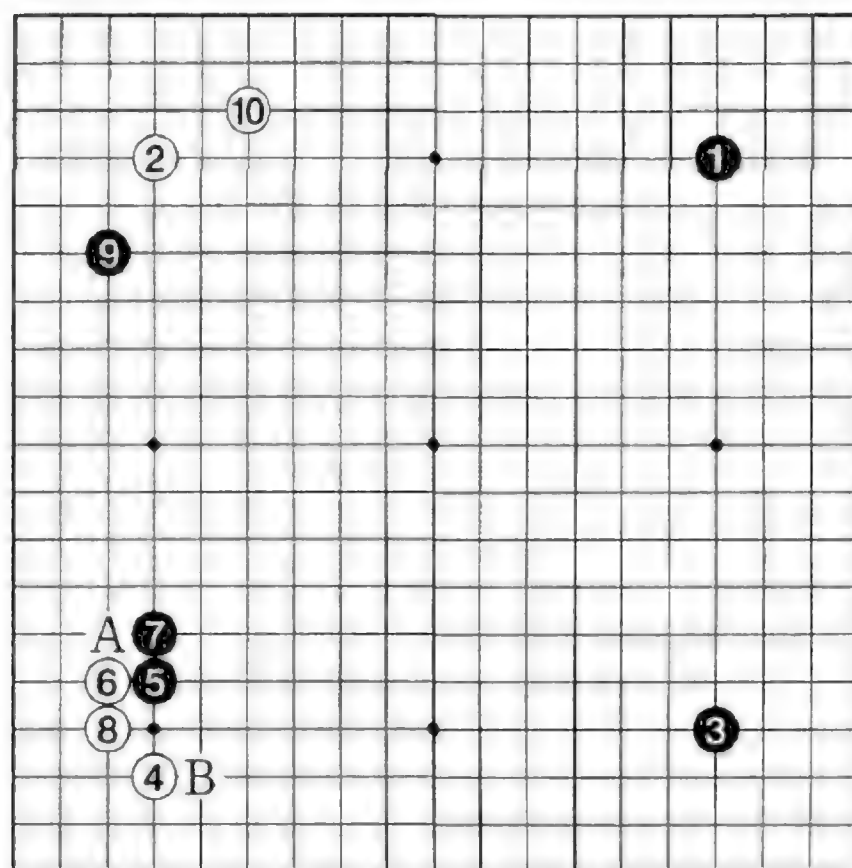
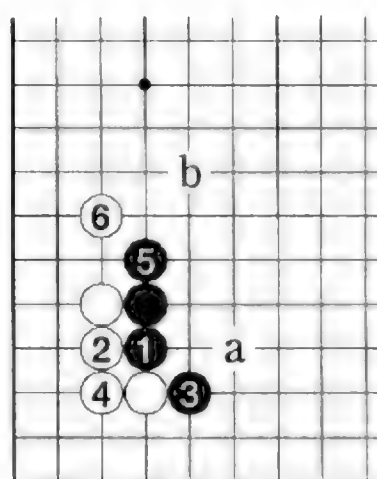


Figure 1 (1-10)

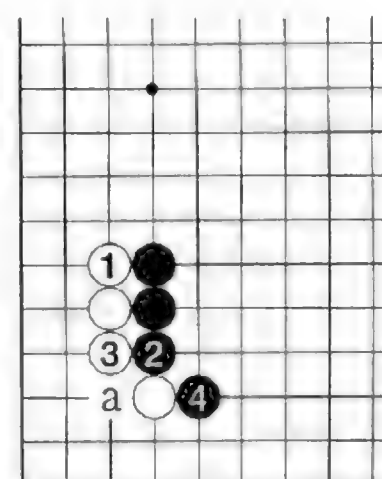
Figure 1 (1-10). Two-day games attract attention.

It's quite unusual for Cho to play the two-star-point opening.

Against the attachment of White 6, Black drew back to 7. It would also be possible to play the avalanche joseki starting with Black 1 and 3 in *Dia. 1*. There has been a lot of research concerning this joseki, but in recent games both sides have been avoiding it. For this reason, White would probably connect with 4 after Black 3. After White 6, Black would continue with either 'a' or 'b'.



Dia. 1



Dia. 2

If White crawls to 1 in *Dia. 2*, instead of 8 as in the game, he must not connect at 'a' after Black 4. The stone at 1 has failed to break into the left side. It is misplaced and should have been at 6 in *Dia. 1*.

After White 8 in the figure, the points A and B are miai for Black. He keeps these moves in reserve and switches to 9 on the upper left side.

Black could have also played 9 at 10. I myself would probably have played 9 at 10, but neither move can be faulted.

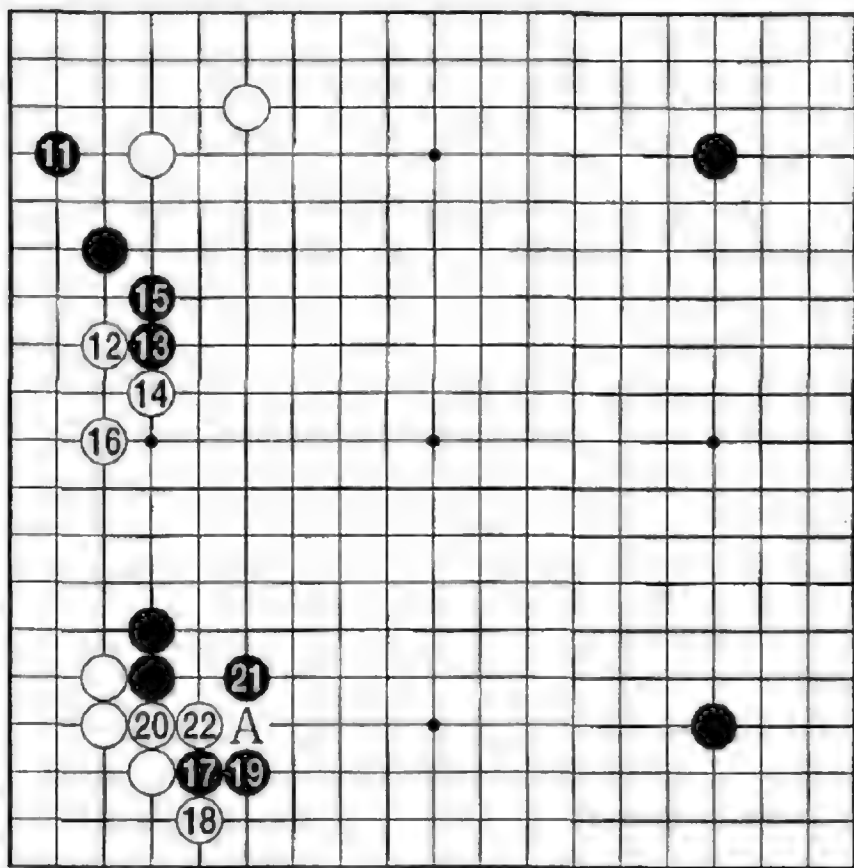
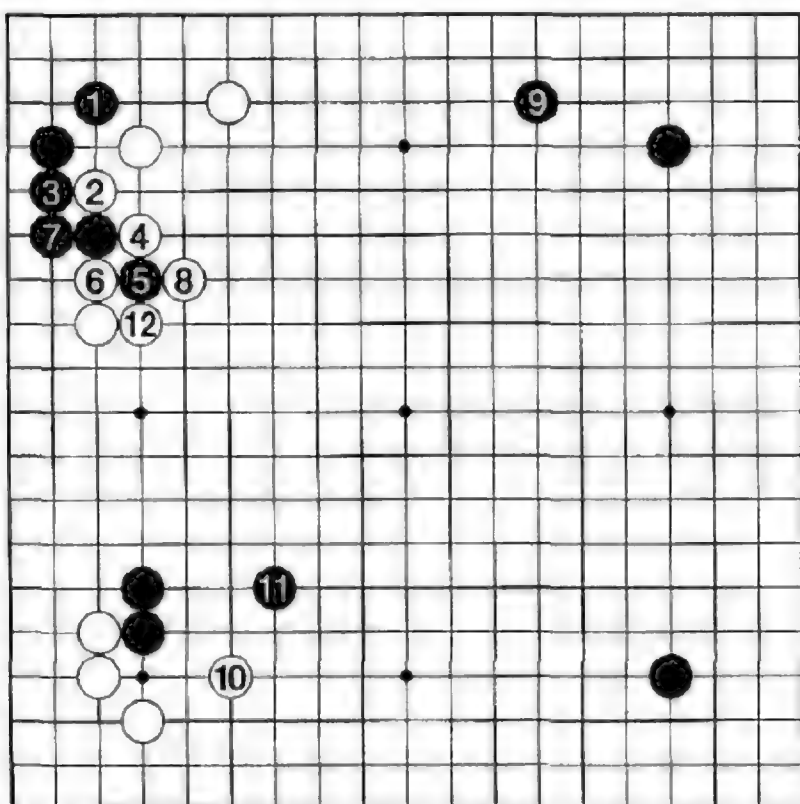


Figure 2 (11-22)

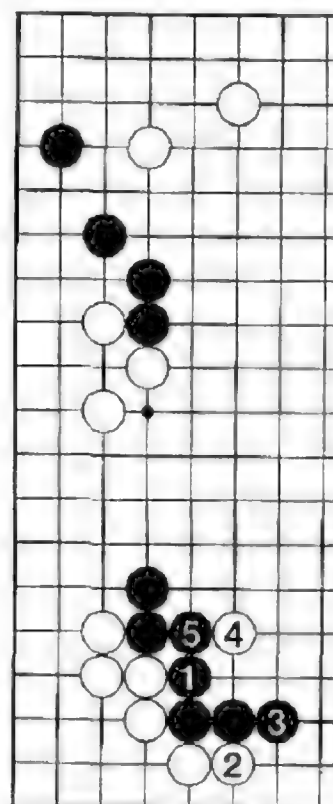
Figure 2 (11-22). The difference of one-line

When Black slides to 11, White pincers with 12. The usual continuation is for Black to play on the 3-3 point with 1 in *Dia. 3*. When White ataries with 8, threatening to capture a stone in a ladder, Black 9, neutralizing White's thickness on the left, is essential. The sequence to White 12 could be expected. Black dislikes having White play the sente move of 10. Even after 11, Black's stones in the lower left remain thin. Now Black's stones in the upper left are confined to the corner. In order to avoid this, Black plays 13 and 15. However, the moves in *Dia. 3* are quite natural and they are better for Black.

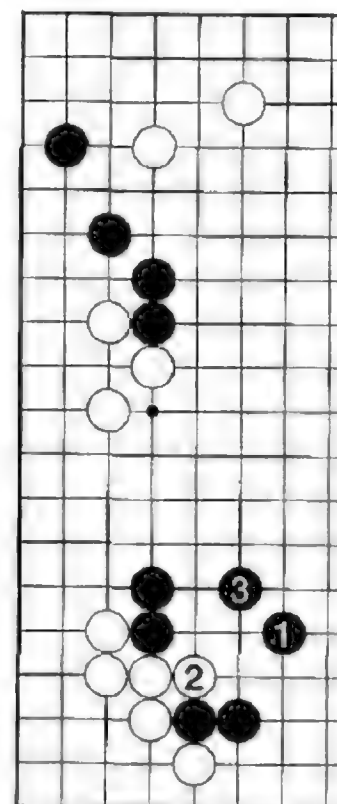


Dia. 3

Black attaches with 17 to stop White from taking up position with A. When White plays *guzumi* with 20, Black dodges to 21. If Black simply blocked with 1 in *Dia. 4*, White would crawl to 2, then peep with 4. After Black connects with 5, his stones are heavy and he ends in gote. You can't call this thickness



Dia. 4



Dia. 5

Cho regretted playing 21. He should have dodged to 1 in *Dia. 5*. If White moves out with 2, Black can make shape with 3.

During the lunch break, Cho didn't eat. Instead, he slowly walked around the hallways of the hotel where the game was being held. Moving around like this probably helped alleviate an old injury to his knee which has plagued him over the last 17 years. During this time, the TV cameras were following him at a close distance, but he didn't express any emotion.

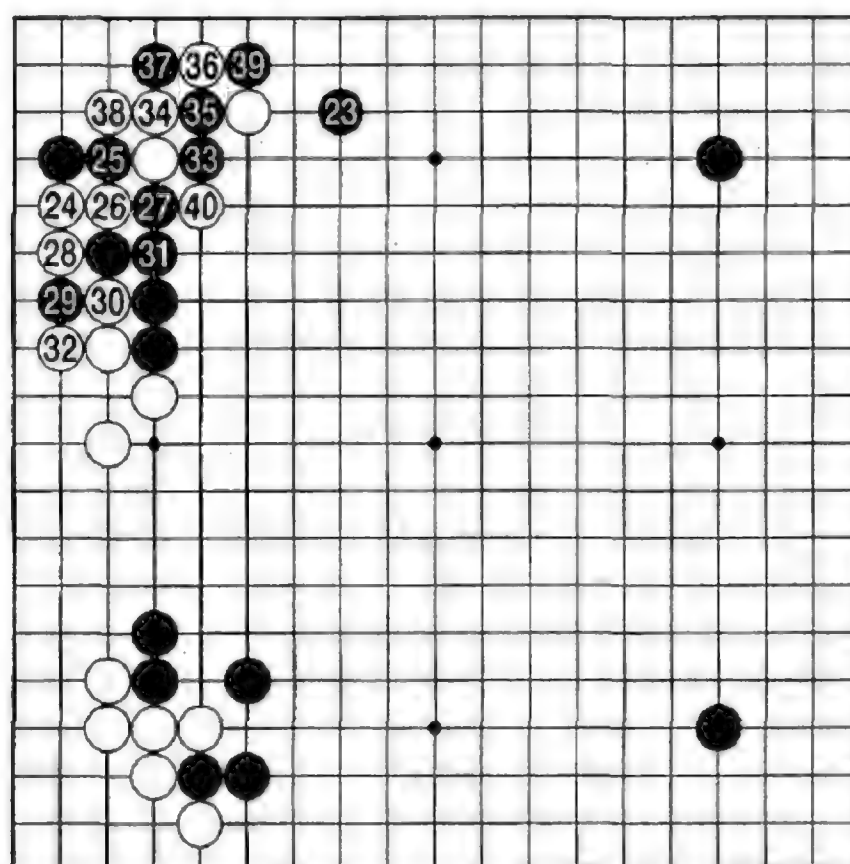
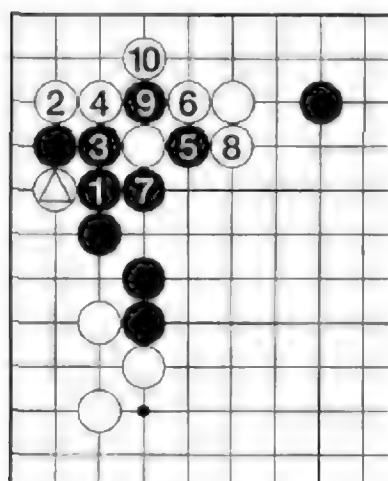


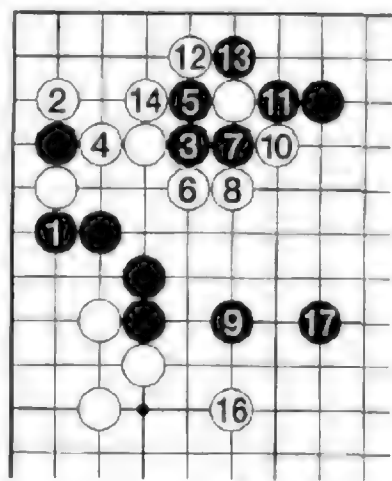
Figure 3 (23-40)

Figure 3 (23–40). A wonderful attachment

Black quickly disengaged from the skirmish at the bottom left and switched to 23 at the top. White didn't answer Black 23 with the diagonal move at 38 because his three stones on the left were not yet settled. Instead, he attached with 24. This move was praised by everyone in the pressroom. I also thought it was an interesting move. I had never seen it before. Black 1 in *Dia. 6* is the first move that comes to mind, but White 2 and 4 settle the corner. The clamp of Black 5 doesn't help. The marked white stone has robbed the black stones of their eye shape, so White's result to 10 is quite satisfactory.



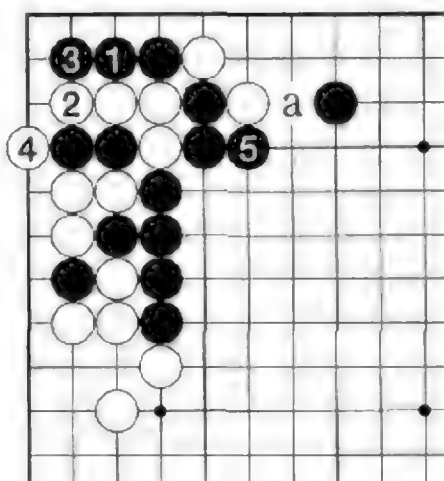
Dia. 6



Dia. 7

15: connects (right of 5)

Blocking with Black 1 in *Dia. 7* is a calm move. Black can now attach at 3. If Black extends to 10 with 9, White can cap at 9. Therefore, when Black jumps to 9, White can squeeze with the sequence from 10 to 14. This can't be helped. However, up to 17, the result is better than in the game. Playing from this position will not be easy for either side.



Dia. 8

Black 25 is the strongest response to White 24, but White takes profit on the left while settling his stones there.

Criticizing in hindsight, instead of Black 39, Black 1 in *Dia. 8*, although crude, would have been better. However, since White can now move out with 'a', Black thought it would be better to simply cut at 39. However, the cut of White 40 was painful.

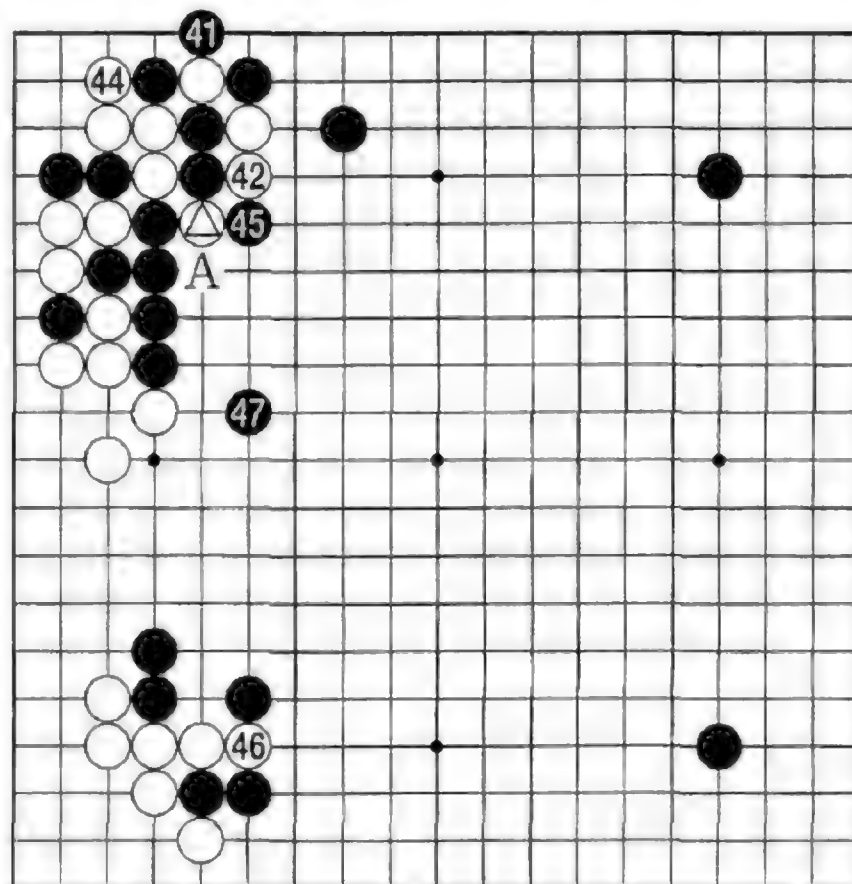


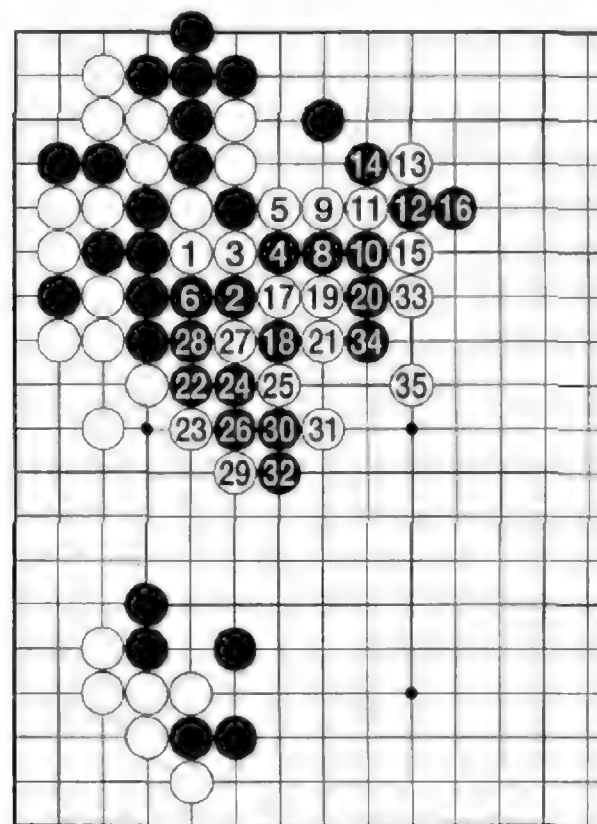
Figure 4 (41–47)

Figure 4 (41–47). An extraordinary conception

After White cut with the marked stone, the moves to 45 took almost no time. There were a number of different opinions about White's next move.

Michael Redmond: 'Now that Black has cut at 45, White's only move is to escape with A.'

O Meien: 'Yoda has to decide between escaping or not escaping. I don't think he will choose to escape with A.'



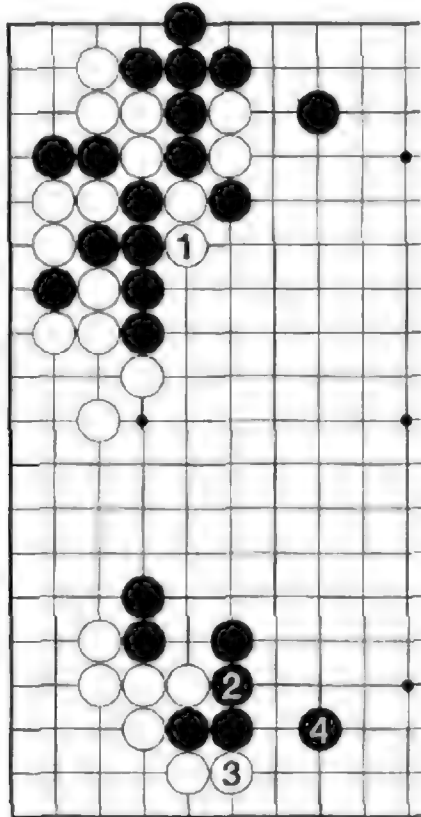
Dia. 9

7: left of 5

Ishida Yoshio: 'If White extends to 1 in *Dia. 9*, Black will cast a net with 2. The hane of Black 12 is severe, and the cut at 14 sets up a capturing race. The sequence to 35 is inevitable and Black is one move ahead in this race. White's prospects are bleak.'

Yoda thought for a long time, until he had to make the sealed move, ending the day's play.

White 46 was the sealed move. Of course Yoda considered escaping with A, but, as he commented after the game: 'Black might not mind sacrificing his five stones. If I was sure that Cho would go after my escaping stones, I would have played at A.'



Dia. 10

I think that Yoda's assessment was correct. The sequence in *Dia. 10* could be expected. White will have a hard time deciding on his next move. When there is a prospect of a fight, declining to join it and playing elsewhere shows an extraordinary frame of mind. Few players think this way. Yoda's conception of the game is way above other players. Upon seeing White 46, everyone will agree that playing elsewhere was indeed the best strategy.

I don't think that Cho considered that Yoda would ignore his move at 45 because he quickly played 47. He was probably thankful that Yoda had not played A.

Yoda was making the most of his eight hours in this game to come up with a brilliant strategy.

Figure 5 (48-78). Cho builds a moyo.

As an extension from his thickness on the left, Black 49 was a bit narrow. To make the most of this thickness, Black should have attached against the stone at 48 with 1 in *Dia. 11*. The sequence to White 4 could be expected, but then Black's attack would fizzle out. Therefore, Black reluctantly extended with 49.

Black 61 was a good guess for mapping out the moyo. Cho usually doesn't stake a game on building a moyo, so the players in the pressroom were a bit surprised.

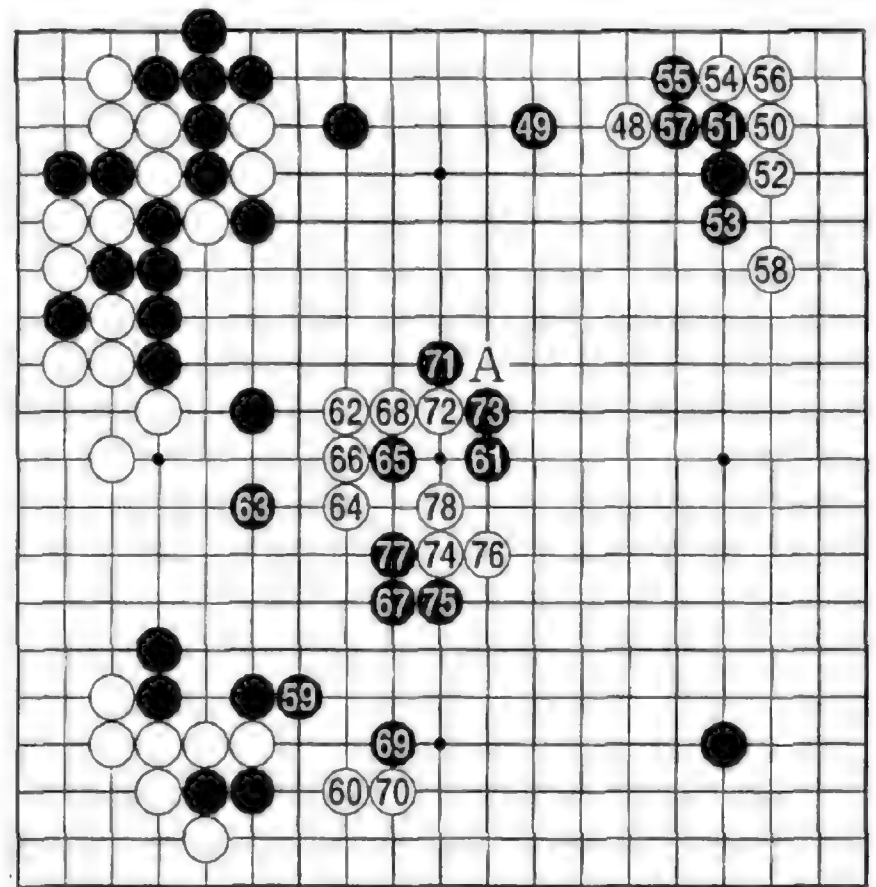
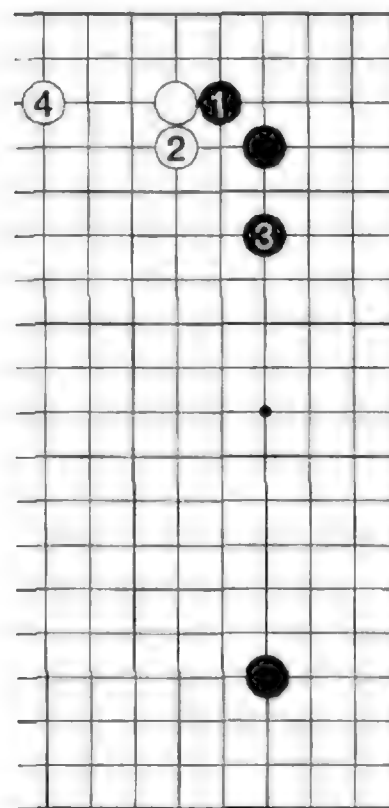


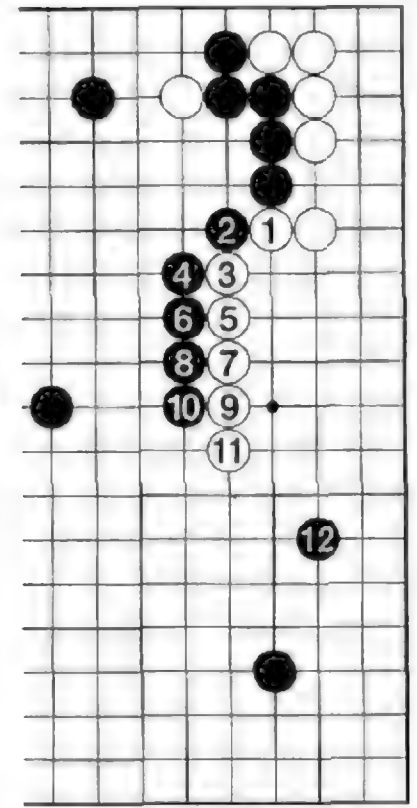
Figure 5 (48-78)

O Meien: 'This doesn't look like a Cho game.'

Yoda invaded deeply with White 62. Because Black has weaknesses in his position, somehow or other White will be able to live with his stones.



Dia. 11

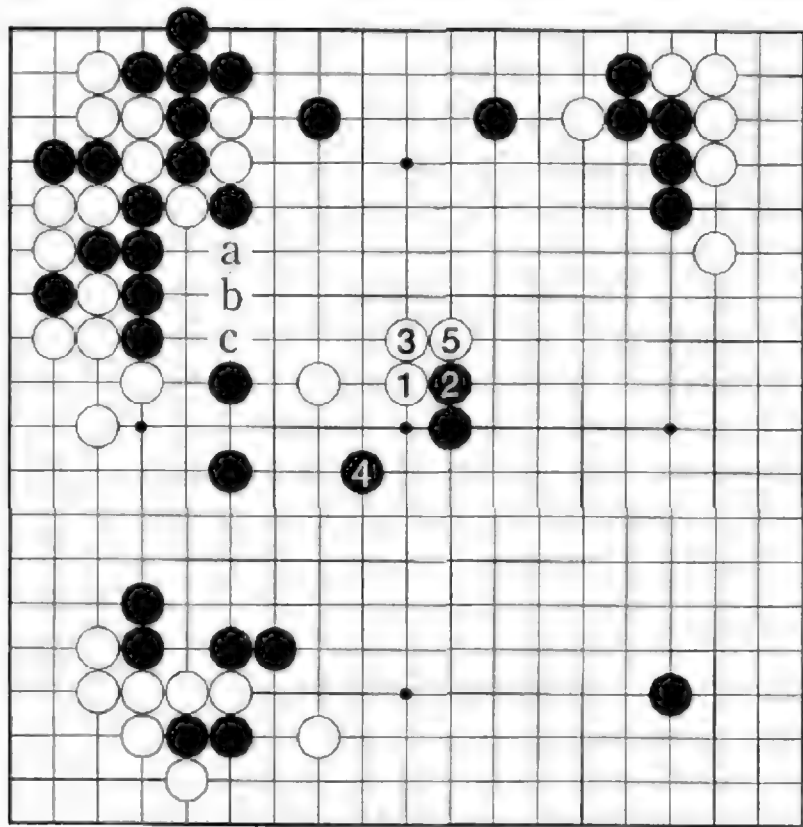


Dia. 12

If White pushes up with 1 in *Dia. 12*, Black will force with the sequence to 10 and his moyo will become very big. Black would then play 12, attacking White's territory on the right. White would have no confidence playing this way.

When Black jumped to 63, it was time for the lunch break of the second day.

Yoda: 'Before I got up from the board, I thought that 64 was the one move I definitely wouldn't play, but, when I came back to the game after lunch, I played 64.'



Dia. 13

I expected White would play 1 in *Dia. 13*. He has forcing moves, such as 'a', 'b', and 'c'. Black will have a hard time killing the white stones.

Attacking with Black 71 was a rather severe move, but, after the exchange of White 72 for Black 73, the cut at A remains, and White will be able to live easily.

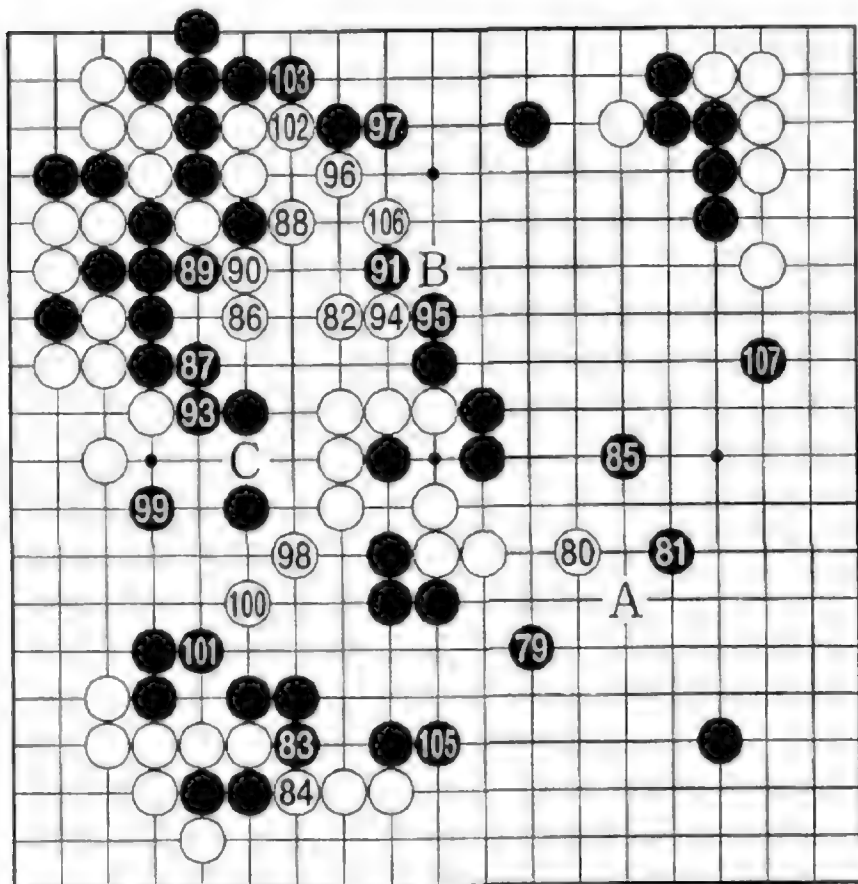


Figure 6 (79-107)

92: takes ko (above 89); 104: connects (at 88)

Figure 6 (79-107). Cho can't capture White's stones.

The focus of the game is now on how much territory Black will be able to make on the right side and the bottom right.

Black plays 79. His real aim is to block at 80, but this is out of the question. Even if he could, his stones in the center are too weak.

If White tries to squirm into Black's sphere of influence with A, Black will solidify his territory

in the lower right. Therefore, White plays 82, letting Black stake out his moyo with 85. Still, Black's position is nothing to write home about.

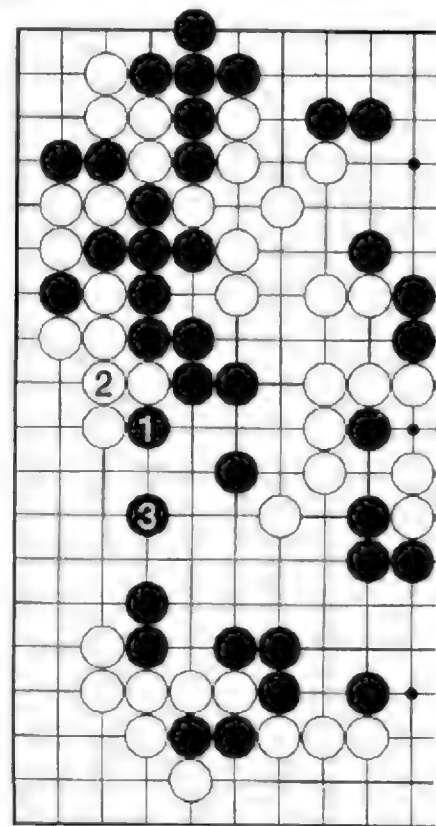
White 90 is a bit too stolid. Black expands his moyo with 91, so White can't play the knight's move of B. Still, I think that White has a good game. White threatens to wedge in at C and cut off the black stones.

After the exchange of White 96 for Black 97, Cho abandoned his hope of capturing the white stones. If it were Cho who was trying to live, he would probably give his opponent another move and still be confident of living.

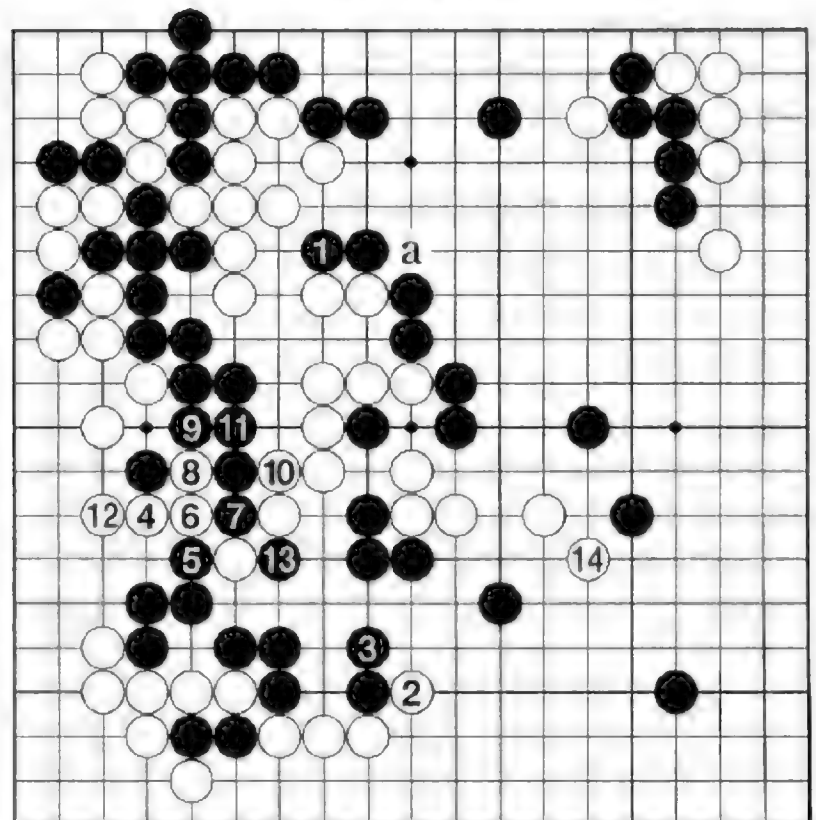
Black jumps to 99, but White 100 destroys Black's shape. Black has to answer with 101.

Instead of 99, Black should atari with 1 in *Dia. 14*, then jump to 3. Black's stones now have good shape.

White had no problems living with 102 and 104 (left of 88), but it would have been better if, before living, he had hane at 105.



Dia. 14



Dia. 15

Instead of 105, if Black played 1 in *Dia. 15*, White would exchange 2 for Black 3, then immediately attach with 4. Black's eye shape after 13 would be in danger. White would then poke his head out with 14 and the cut at 'a' is left behind. Black couldn't play this way.

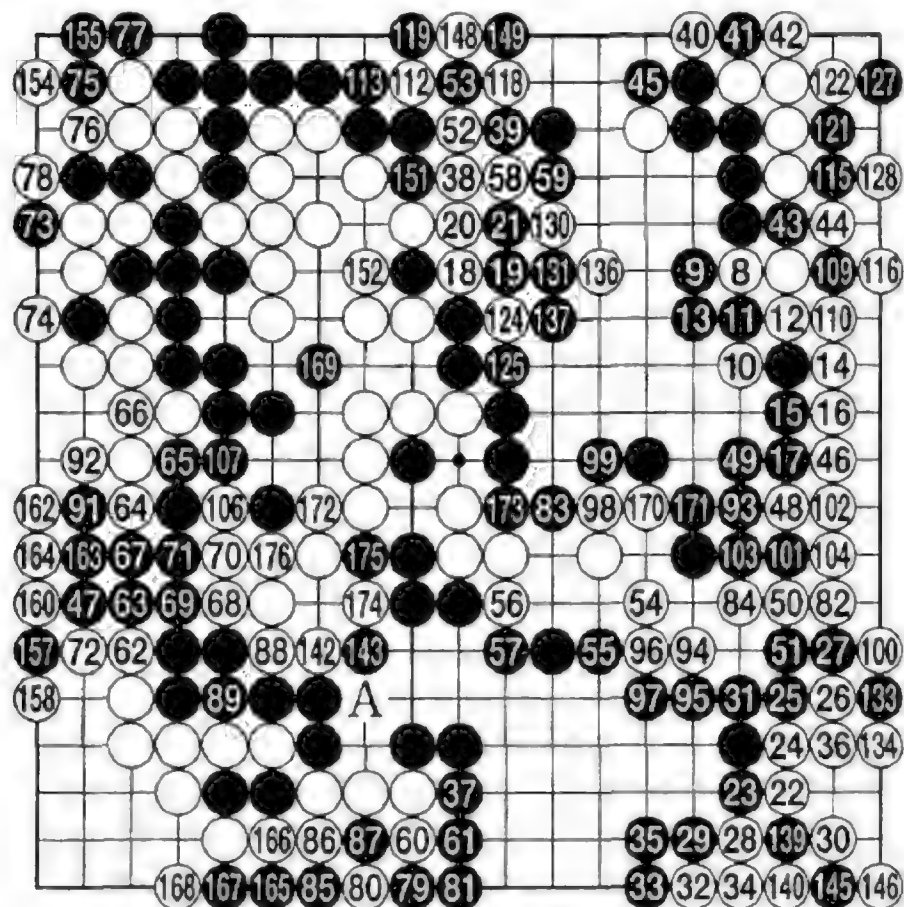


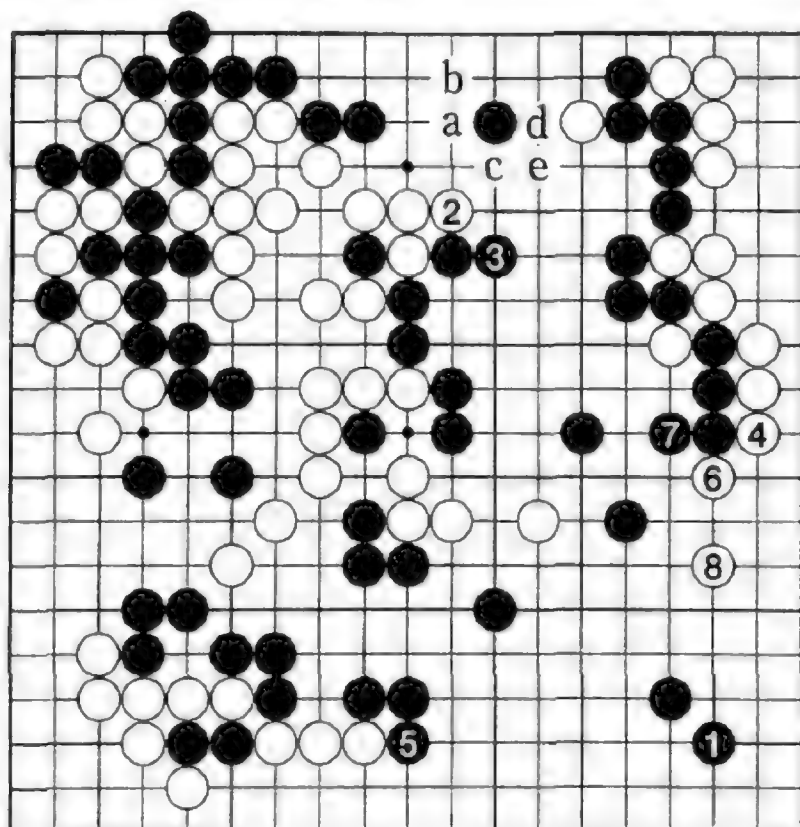
Figure 7 (108-276)

90, 108, 114, 120, 126, 132, 138, 144, 150, 156: take ko (at 80); 105, 111, 117, 123, 129, 135, 141, 147, 153, 159: take ko at 87; 161: connects at (80)

Figure 7 (108-276). A perfect win

White 8 and 10 would never be made in the opening. But at this late stage the right side has become bigger than the center, so they are good, easy-to-understand moves.

White 18 secures life for his stones on the left, so White can now switch to the lower right corner with 22 and secure a win.



Dia. 16

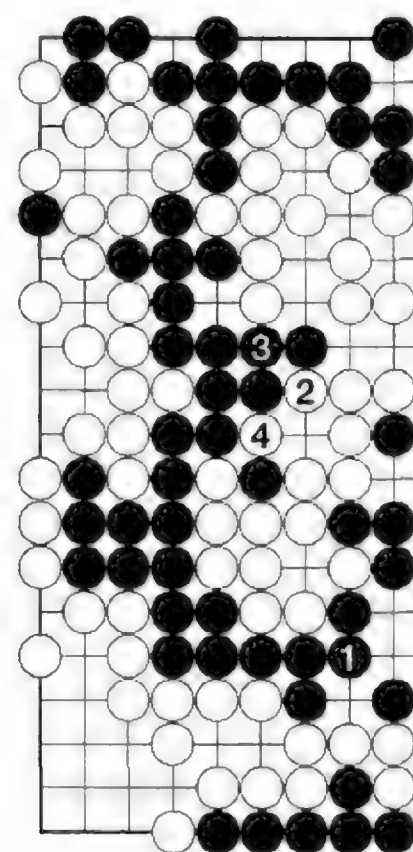
If Black omits 21 and secures the lower right corner with 1 in *Dia. 16*, White will play the endgame moves from 2 to 8 and Black does not have enough territory to win. There are also the moves White 'a'–Black 'b'–White 'c'–Black 'd'–White 'e', further reducing Black's territory.

White 60 was a loss. It would have been better not to have played this move.

Yoda said he overlooked the fact that Black 79–81 was sente, as Black has the atari of 85. He had been ten points ahead on the board, but this slip made the game much closer.

When Cho answered White 174 with the atari of Black 175, he cried out, 'What have I done?'

When Yoda played White 176, Cho resigned.



Dia. 17

If the game had continued, Black would have had to connect with 1 in *Dia. 17*, but White would have gained three points with 2 and 4.

Even if Black had played 175 at A, Black would still have been one-and-a-half points behind. It seems that Cho thought that the game would be half-pointer, but he had not calculated the result correctly.

For Yoda's part, he made no serious mistake in this game; it was a perfect win for him.

Black resigns after White 276.

From *Gekkan Go Warudo* (Monthly Go World), November 2002. Translated by the editor.

Game Two

White: Cho Chikun Oza

Black: Yoda Norimoto Meijin

Played on 25 & 26 September 2002.

Figure 1 (1–34). Fighting komokus

Cho thought for 32 minutes before playing Black 3. With 4, White is challenging Black to make an approach move. Black 3 and White 4 make the shape known as ‘fighting komokus’ [considered favorable for the first side to make an approach move.] Usually Black adopts this strategy, but White is daring to use it. Already the game has a charged atmosphere.

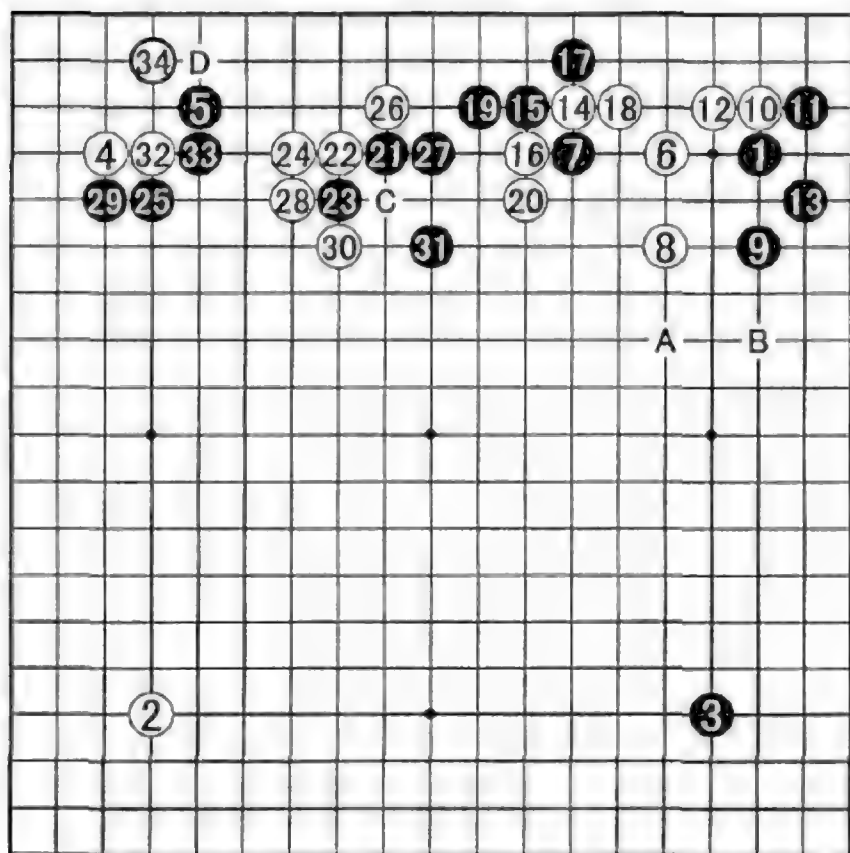


Figure 1 (1–34)

If White jumps to A instead of 10, Black would take territory by jumping to B or extending to 27. Permitting this is not Cho’s style.

White plays the sequence from 10 to 16. He avoids a big fight and settles his stones lightly. After White 16, the game was adjourned for the lunch break.

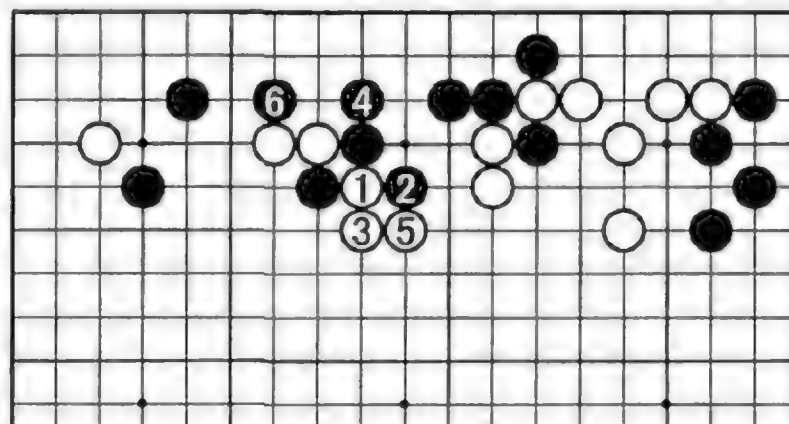
The sequence from Black 17 to White 20 is the current way of playing, but it is not the last word because this joseki is still undergoing intensive research by various study groups.

According to O Meien, the extension to Black 21 was the highlight of the day. He added: ‘This is a provocative move.’

A pro’s first instinct is to attach with 22. In response, the players in the pressroom expected Black to extend to C, but Yoda chose a more severe continuation with Black 23. This move, along with Black 25, increases the pressure on White.

Instead of 26, the players in the pressroom expected White to cut at 1 in *Dia. 1*. Black links up along the edge with the attachment of 6, while White builds influence in the center. This sequence seems

appropriate for White, but Cho played 26, staking the game on a fight in the center.



Dia. 1

Both players are playing cautiously. With White 32 and 34, the game is progressing naturally.

After White 34, blocking with Black D is the obvious move, but Yoda settled down and thought about it until just before five when the game recorder announced that it was time to make the sealed move. Up to here Yoda had used three hours and 14 minutes of his allotted time while Cho had used three hours 46 minutes.

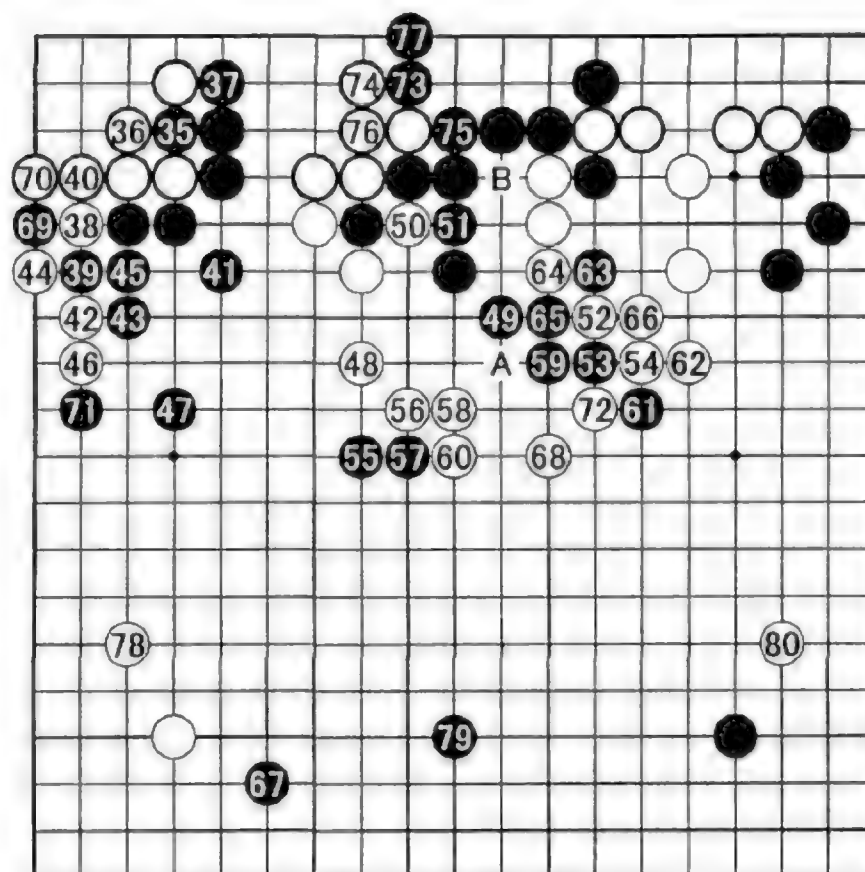
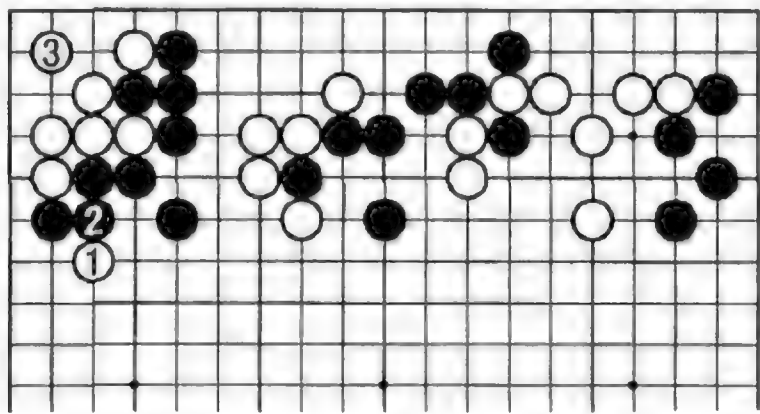


Figure 2 (35–80)

Figure 2 (35–80). An all-out move

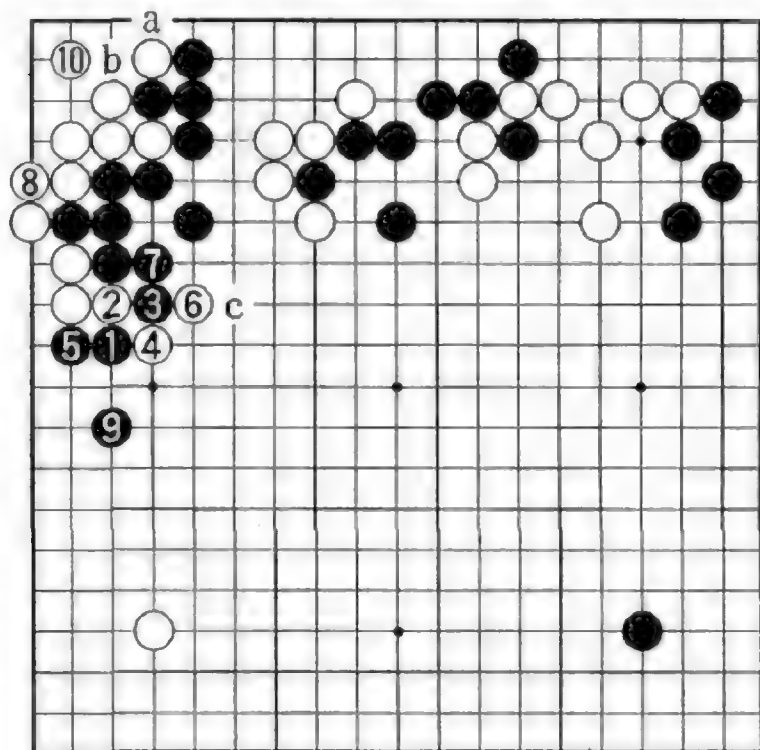
Black 35 was the sealed move. It was nothing out of the ordinary, and, up to 41, the game went as expected. But everyone was surprised at the clamp of White 42. The usual move would be the peep of White 1 in *Dia. 2*. Black would connect at 2, and White would make eye shape for his group in the corner with 3. According to Redmond, White 42 was an all-out move. Cho is going to dig himself in until the very end for a long fight. This is typical of the severe way Cho plays.



Dia. 2

O Meien: 'Instead of Black 47, I would play 1 in *Dia. 3*, but I would spend an hour thinking about it.'

Black 1 to 10 in *Dia. 3* was the expected sequence. According to Redmond, however, Yoda probably found the atari of White 6 disagreeable. After this, Black would exchange 'a' for White 'b', then attach at 'c'. What would happen next is unclear. Cho is inviting Yoda to engage in a fierce fight one of Cho's specialties. However, Yoda wants to avoid playing into Cho's strength.



Dia. 3

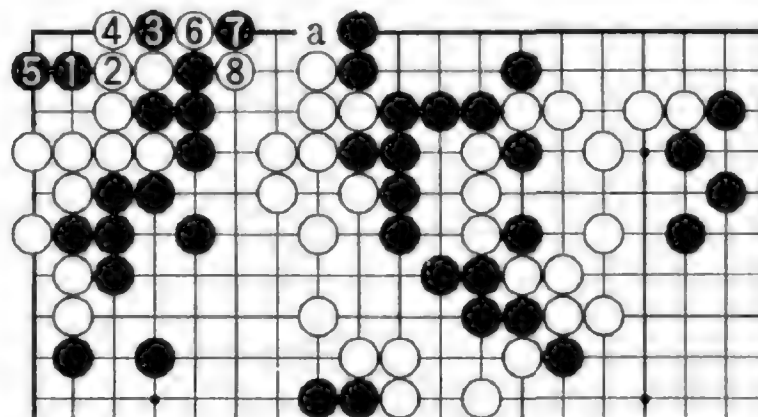
Slapping the stone down on the board with a powerful click, Yoda capped the white stones at the top with Black 55.

After White played 66, the players adjourned for the lunch break. White eating noodles, Cho castigated himself for playing White 60. He said that he should have exchanged White 65 for Black A before playing 60. This would have prevented Black from forcing with 63 and 65. Moreover, the exchange of White 75 for Black B was White's privilege; he also lost this exchange.

The approach move of 67 was typical of Yoda. Most players would hane at 82 and chase the white stones into the center.

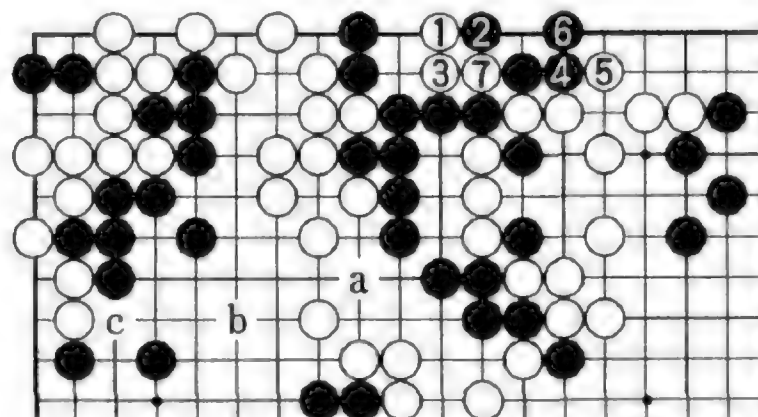
White wants to jump to 88, but the circumstances demand that he put pressure on the black group at the top with 68.

Black 71 wants to induce White to make eyes for his stones in the upper left corner, but cutting at 72 coerces Black to first live with his stones at the top.



Dia. 4

White switches to 78. The life and death of the white stones in the upper left corner and the black ones at the top are subtly intertwined. If Black peeps at 1 in *Dia. 4*, he aims at destroying White's eye shape with 5, but a ko results. Because White has the threat of 'a', Black can't play 7 at 8.



Dia. 5

Moreover, if White wins the ko, he can make a placement at 1 in *Dia. 5* and get another ko against the black stones at the top. Black can get one eye in gote with 'a', but White plays 'b' and he can next save his stones in the upper left by pushing out with 'c'. If Black has more ko threats, he can fight the ko in *Dia. 4*.

In spite of this burden White plays 78 and 80. Black stakes out the right side with 79. Instead of fighting for territory, the players are trying to win the ko by killing their opponent's stones.

Figure 3 (81–100).

Black 81 was a decisive move. The sound of the stones hitting the board suddenly got louder; White instantly answered with 82.

The point A is White's lifeline for the survival of his stones; therefore, he can attack the black stones with the sequence from 84 to 90. However, Yoda coolly plays 91 and 93.

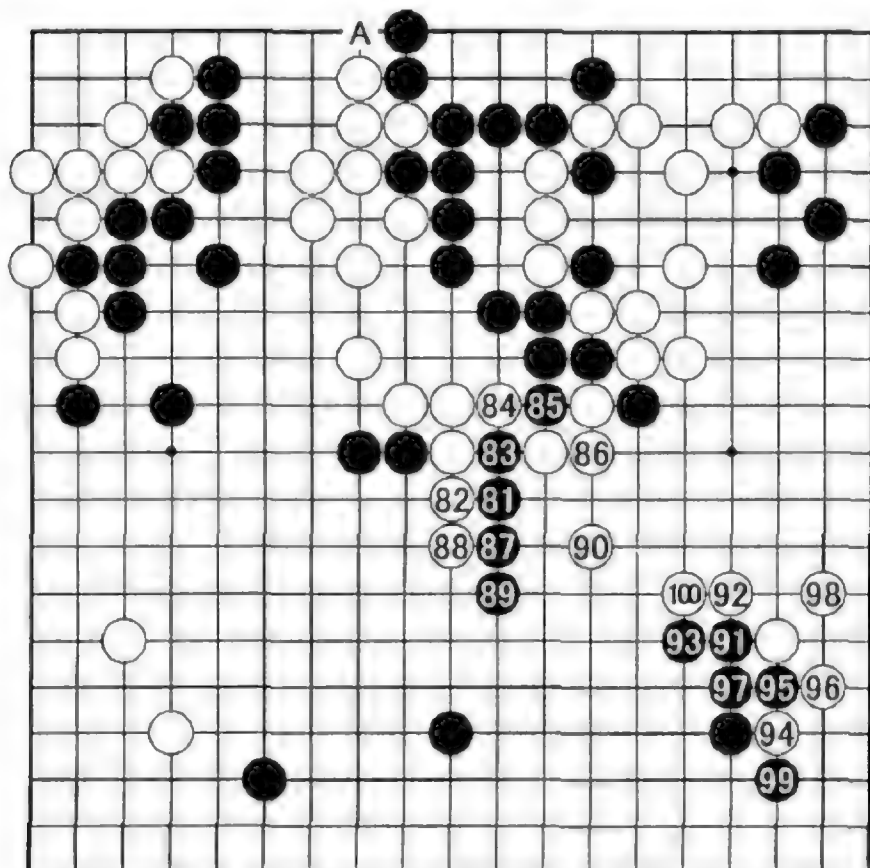


Figure 3 (81-100)

Figure 4 (101-143). Cho falters.

Against the forceful hane of Black 1, White strongly responds with 2. Black 5 and 7 are related to *Dias. 4* and 5 above. White can't sacrifice three stones, so he must submit to the squeeze of Black 9 and 11. With 13 and 15, Black abandons his threat of killing the white stones in the upper left corner.

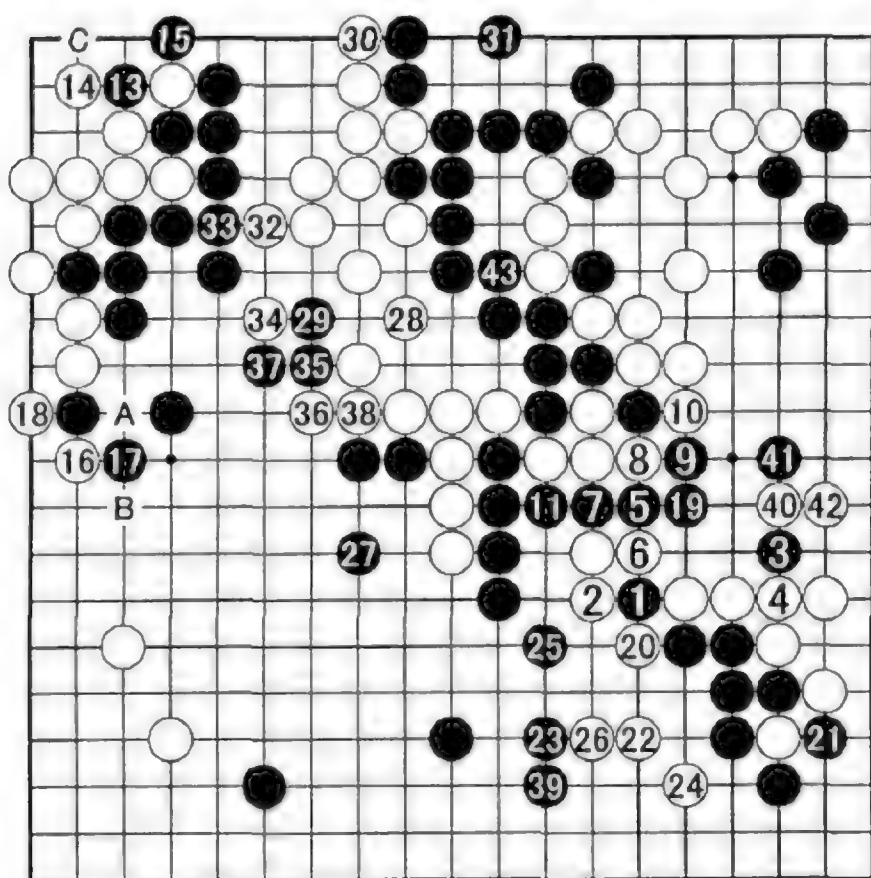


Figure 4 (101-143)
12: connects (left of 10)

White attaches with 16. O Meien said he would have played this stubborn move much earlier.

If Black connects at A, White can stake out the territory in the lower right with the diagonal move of B because he can live in the corner by descending to C.

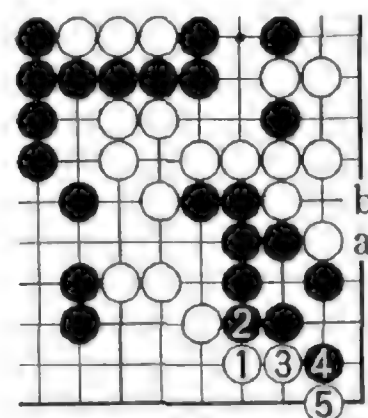
Up to here the players in the pressroom were unable to determine who had the better game.

With the sequence from Black 19 to White 26,

the lower right corner was settled. The struggle then switched to 27 and 29 with Black applying pressure in the center. As the sequence to White 38 progressed, the players in the pressroom started saying that Black's position was becoming good.

While thinking for a long time about White 32, Cho entered byo-yomi.

After White 38, Black suspends his attack on the white group and occupies the big point of 39.



Dia. 6

White switches to the right side with 40 and 42. The diagonal move of White 1 in *Dia. 6* causes the position in the lower right corner to become a life-and-death problem. After the sequence to White 5, Black will eventually exchange 'a'–White 'b', and the corner will be decided by a ko. However, if White loses the ko, his own stones will be in danger. This will be a pending problem for both players.

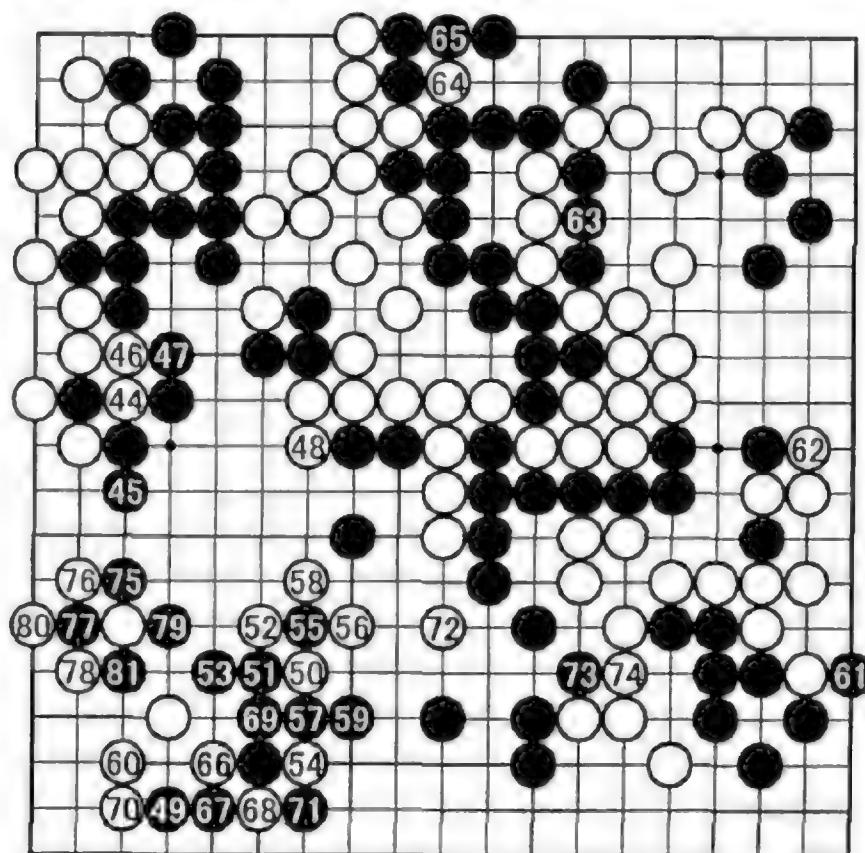


Figure 5 (144-181)

Figure 5 (144-181). Cho takes profit.

Cho takes profit with White 44 and 46, then stakes the game on attacking the center with 48 and 50.

Black pulls back with 57 and 59. If Black plays 57 at 58, White will connect at 57 and Black will be in trouble.

With Black 63, Yoda also entered *byo-yomi*.

Just in the nick of time, White plays the forcing moves from 66 to 70, ensuring life for his stones in in the lower left corner. He then plays 72 to keep control of the center.

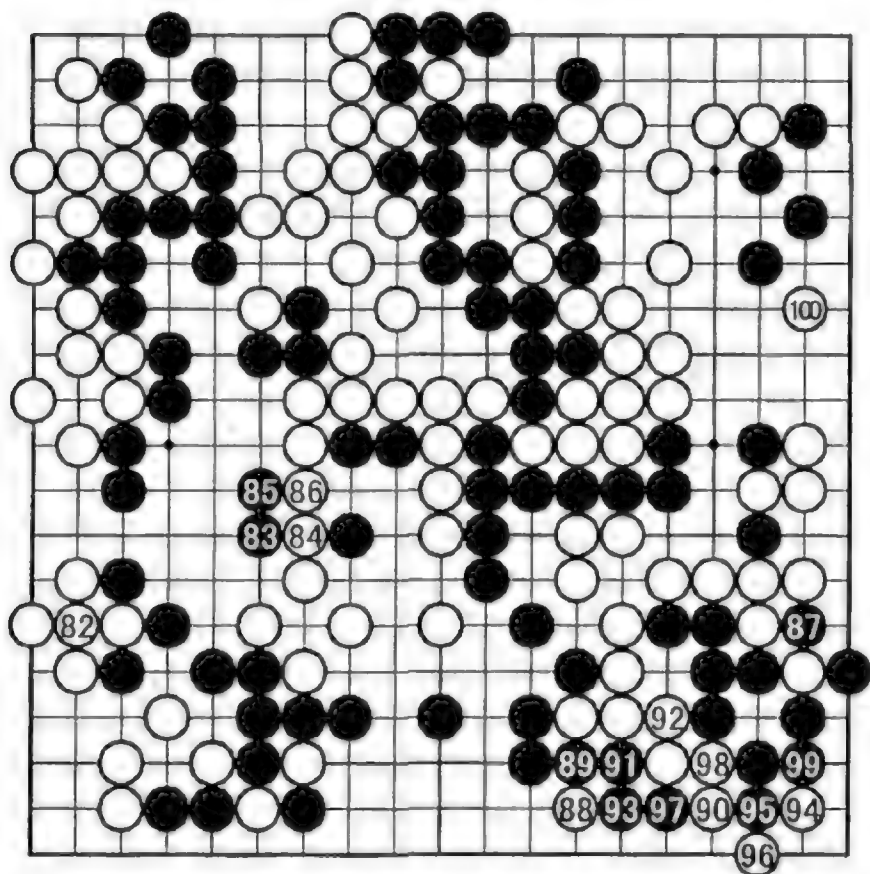


Figure 6 (182-200)

Figure 6 (182-200). *A three-point loss*

The players in the pressroom thought that Cho was on the way to pulling off an upset. But when Yoda answered White 88 with Black 89, Cho let out a heart-rending groan and said 'I messed up.'

White 88 was the losing move. It resulted in a three-point loss.

After fighting successfully through all the hard problems of this difficult game, with one bad move, all of Cho's hard work had gone to waste. The myth of Cho's invincibility in *byo-yomi* had been tarnished.

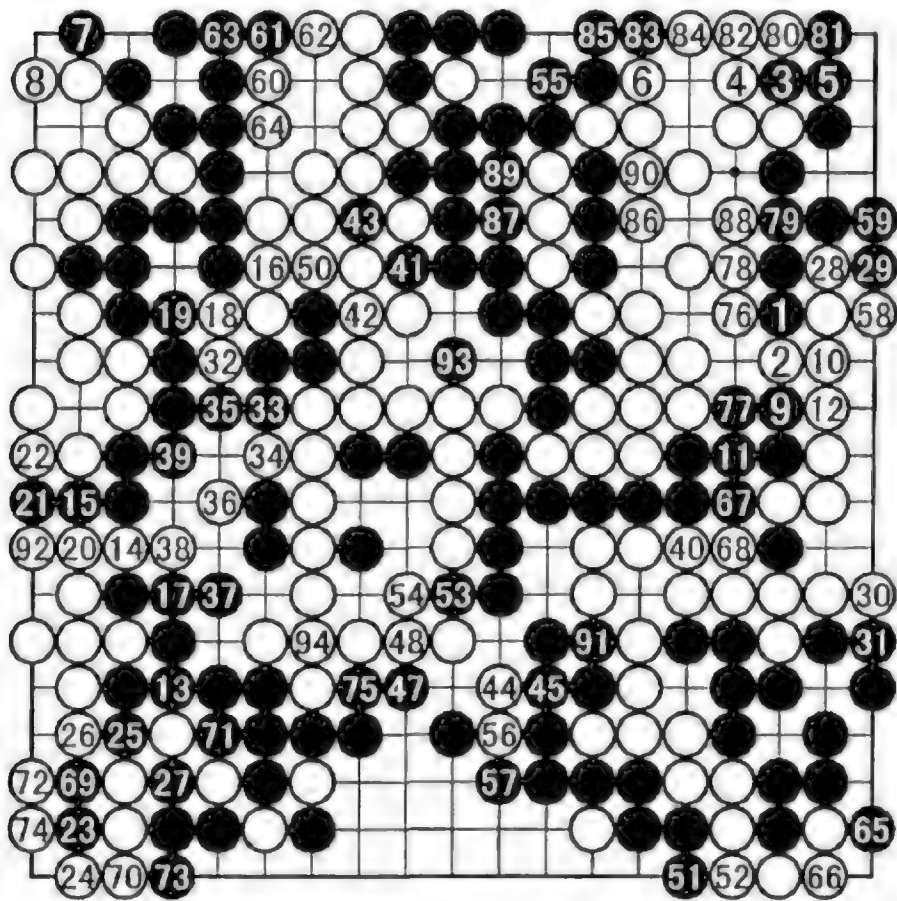


Figure 7 (201-295)

Figure 7 (201-295). *No way to recoup*

With the end approaching, the moves are being played at a faster clip.

White missed some points in the small end-game, but even if he hadn't made those slips, he still couldn't have won.

When the game was over, Cho was the first to speak: 'That was a terrible move, losing three points.' After that he remained silent during the postmortem.

Black wins by 2½ points.

From a report in *Go Weekly*, October 7, 2002. Translated by the editor.

Game Three

White: Yoda Norimoto Meijin

Black: Cho Chikun Oza

Played on 2 & 3 October 2002.

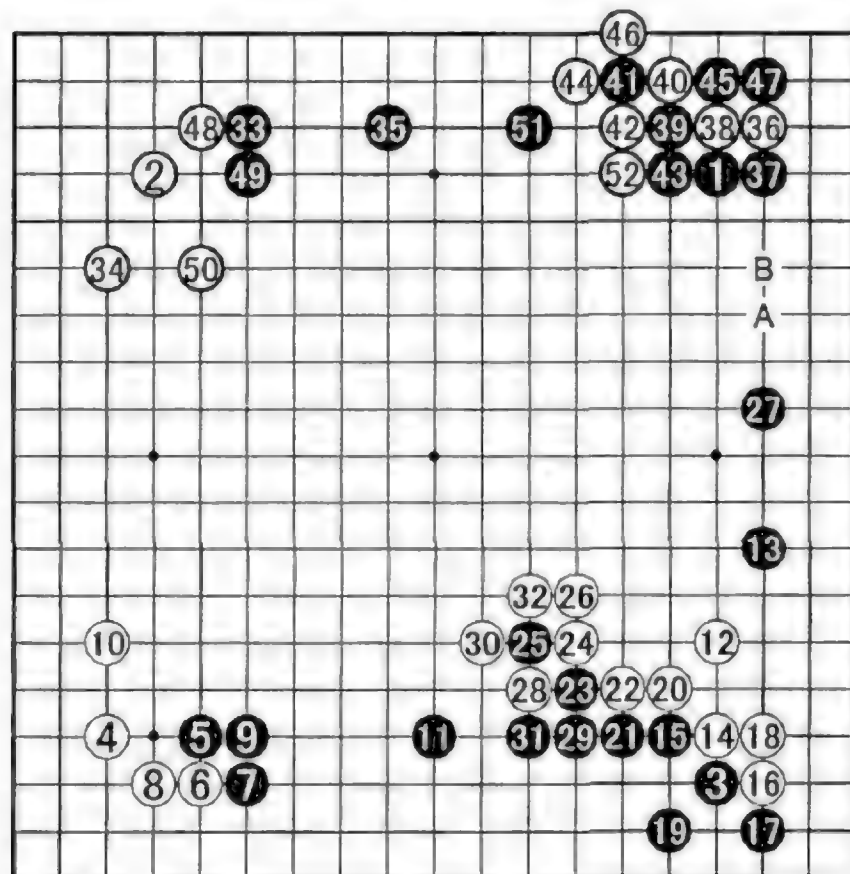


Figure 1 (1-52)

Figure 1 (1-52). *Territory versus thickness*

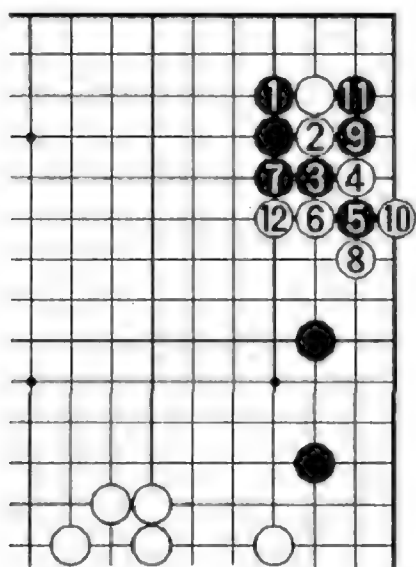
In the first game of this series Cho had Black, and, in a change from his usual style, he adopted a moyo strategy. In this game, where he again had black, he returned to his usual territorial game.

Black allows his stone at 25 to be captured, but, in doing so, he is able to develop quickly by taking big points at 27 and 33.

After Black 35, White invaded Black's framework extending from the top left to the lower right with 36. The players in the pressroom were surprised by this move. They thought that invading the right side at A, attacking the two black stones below, would be a strong move.

Cho did not agree. After the game he said that if White had invaded at either A or B, Black's territory at the top would have become too big.

Blocking with 37 and playing the sequence to 47 is consistent with Black's territorial strategy. If Black blocks from the other side with 1 in *Dia. 1*, the two black stones on the right side will naturally come under attack after White 12.



Dia. 1

White 52 was the last move played that day and Cho had to make the sealed move. Cho had used 3 hours and 34 minutes of his allotted time and Yoda had used 3 hours and 26 minutes.

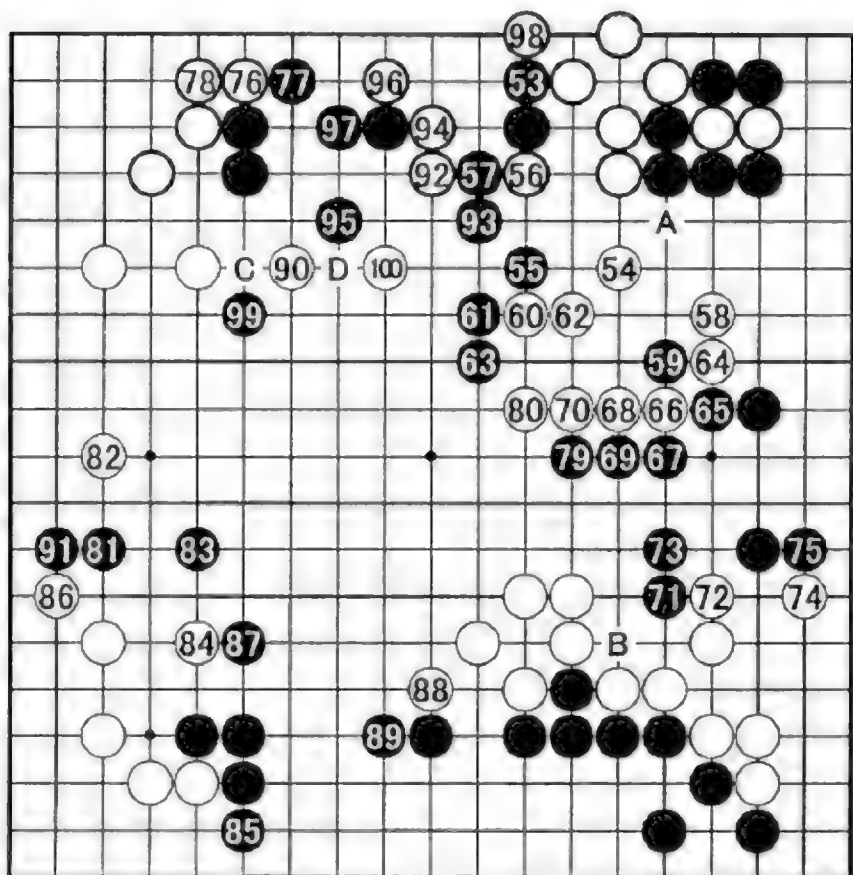
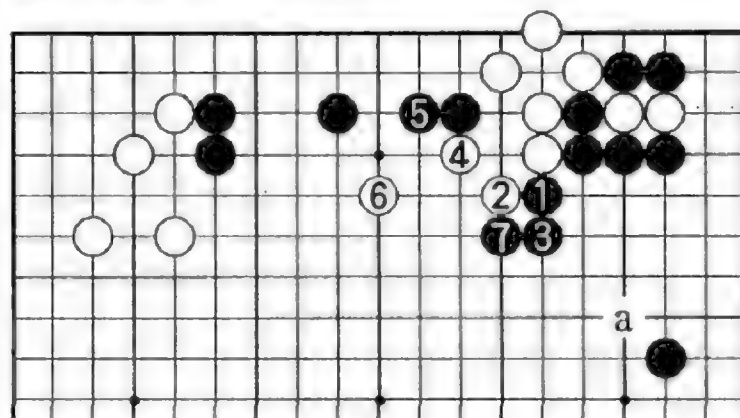


Figure 2 (53-100)

Figure 2 (53-100). Gouging out White's eye shape.

Black 53 robs White's stones of their eye shape. According to the players in the pressroom, this move was standard. However, Cho disagreed. After the game he explained that the hane of Black 1 in *Dia. 2* was the severest move, leaving White no room for any countermeasures. If White hanes with 2, the se-

quence to Black 7 puts enormous pressure on White's stones. It would now be difficult for White to erase Black's moyo on the right with a shoulder hit at 'a'. In the fighting that would follow, White would end up with two weak groups. However, Yoda, as well as all the players in the pressroom, were dubious about this reasoning. Playing as in *Dia. 2* is also dangerous for Black. There was an atmosphere of disapproval of Cho's explanation.



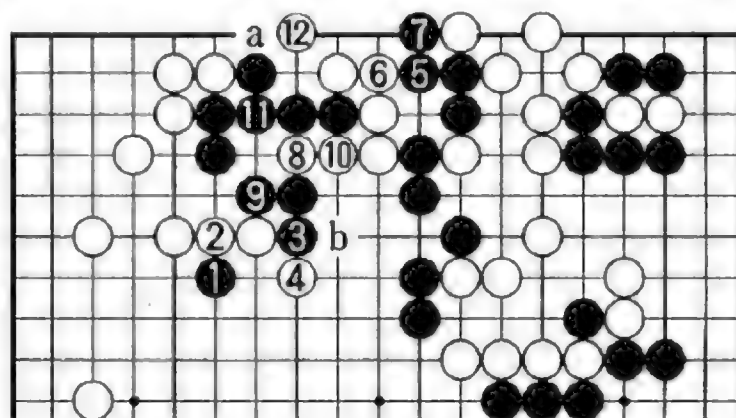
Dia. 2

According to Takemiya Masaki 9-dan, the moves Black 53 and 55 had a good feel to them. The exchange of White 56 for Black 57 defends against the cutting threat of Black A. White is happy to have been able to make this exchange.

White 61 and 63 make good shape. These moves were highly praised.

Besides Black 81, there are a lot of other possible moves, such as the cut at B or the knight's move of 90, which expands Black's moyo at the top, but Cho thought that playing on the left with 81 was bigger.

Against White 90, Black 91 was a spirited move. However, by omitting a move at the top, Black exposed his stones there to a severe attack when White jumped in with 92. With the sequence to 98, White gouges out the base of Black's stones at the top.



Dia. 3

If White defends against Black 99 with C, Black will push out with D, leaving Black with a good feeling. However, this move is quite dangerous. That is, if White connects with 2 in *Dia. 3*, he can save his stones with the sequence to White 12. If Black blocks the link up by playing at 'a', White will trap and kill the black stones with 'b' and Black will lose the capturing race. Cho had no

doubt seen this sequence while contemplating his next move, but Yoda obviously didn't. Instead of blocking with C, Yoda jumped to White 100.

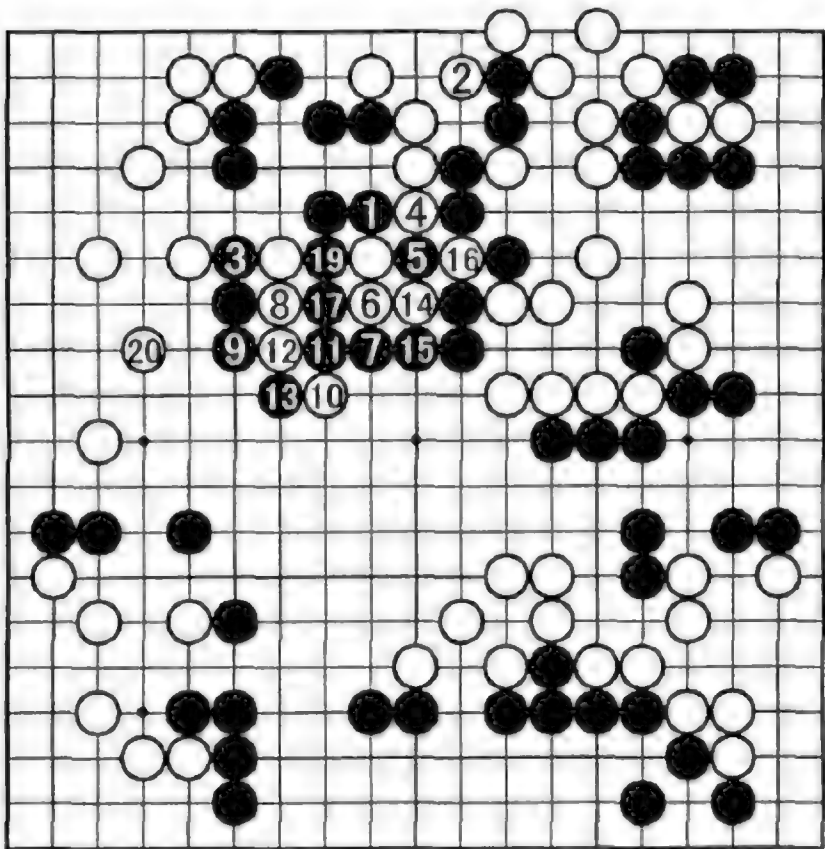
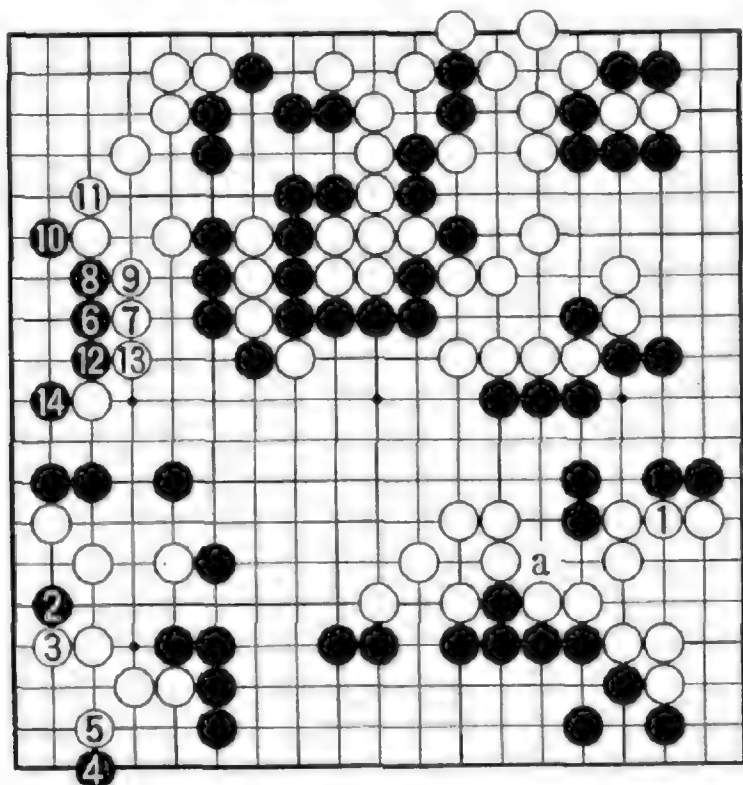


Figure 3 (101-120)

Figure 3 (101-120). Resolving the ko

A little before 5:00 pm an insect somehow got into the room. It was an extremely difficult point in the game, and it took a few minutes to capture and remove it from the room. However, it didn't seem to detract too much from the concentration of the players. Yoda had less than 50 minutes left on his time while Cho had more than twice that. Otake commented that it is very strange to see Cho with so much time. For sure, it was unusual, but it worked out well for him later.

The sequence from Black 7 to White 16 ends in a ko. White doesn't want to fight it, so he gives up his stones on the left and resolves it with 18, letting Black capture three stones with 19. White's next move is now the problem.



Dia. 4

In the pressroom, the players considered the sequence in *Dia. 4* where White connects at 1, anticipating a cut at Black 'a'. Invading with Black 6 is now a big point. Up to 14, Black links up his stones. To defend against this invasion, White stakes out territory on the left with 20.

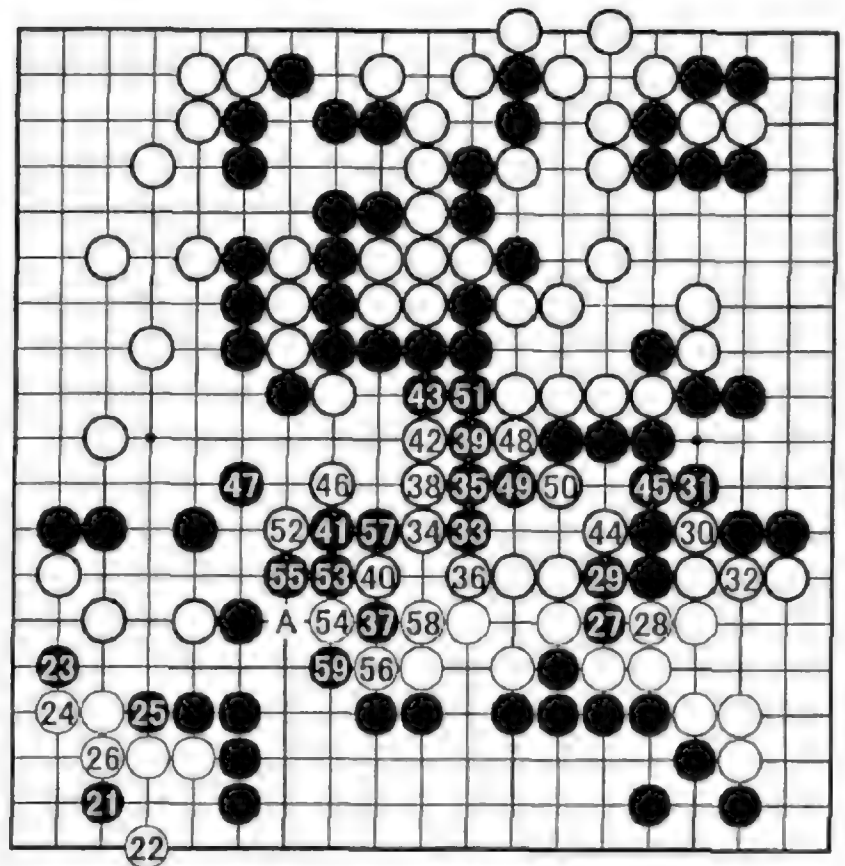


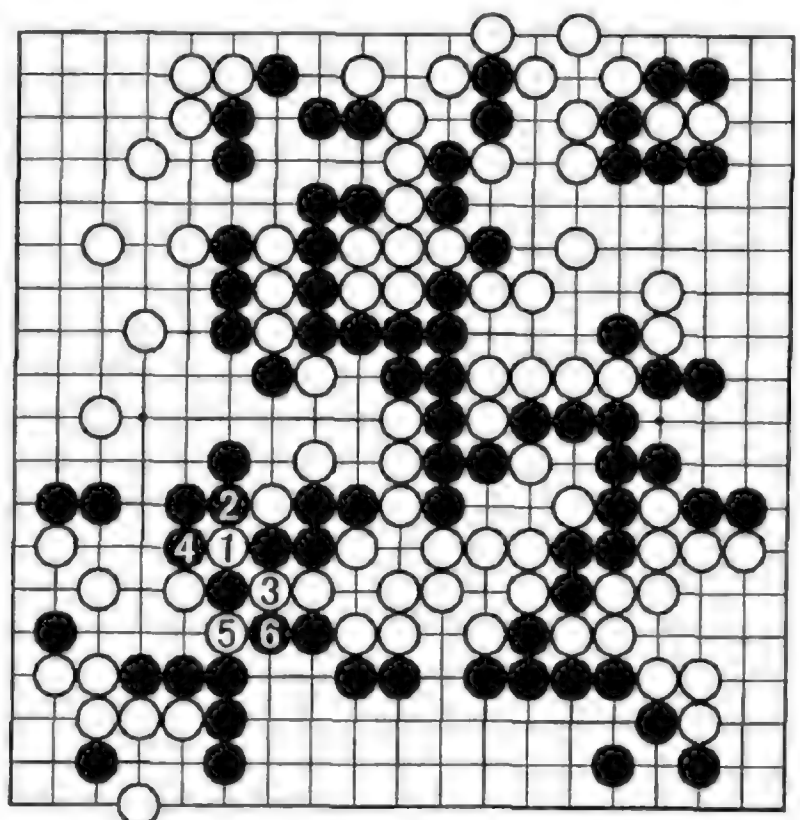
Figure 4 (121-159)

Figure 4 (121-159). Killing the white stones

Black cuts with 27 and White's group in the center is in danger, lacking eye shape. In Yoda's opinion, however, the center group was not in that much danger after Black 27.

Cho proceeds to attack the white stones with Black 33, taking away an eye.

If Black lost, Black 55 might have been the losing move. Black should have ataried at A. This would have left him with good aji to capture the white group.



Dia. 5

7: takes ko (at 1)

After Black 59, it seems as if White's group is dead, but White has a brilliant move at 1 in *Dia. 5*. After Black 6, White captures at 1 with 7 and White can link up his stones if he can win the ko. Actually, no one saw White 1 until after everyone had returned to Tokyo where Kataoka Satoshi showed this sequence.

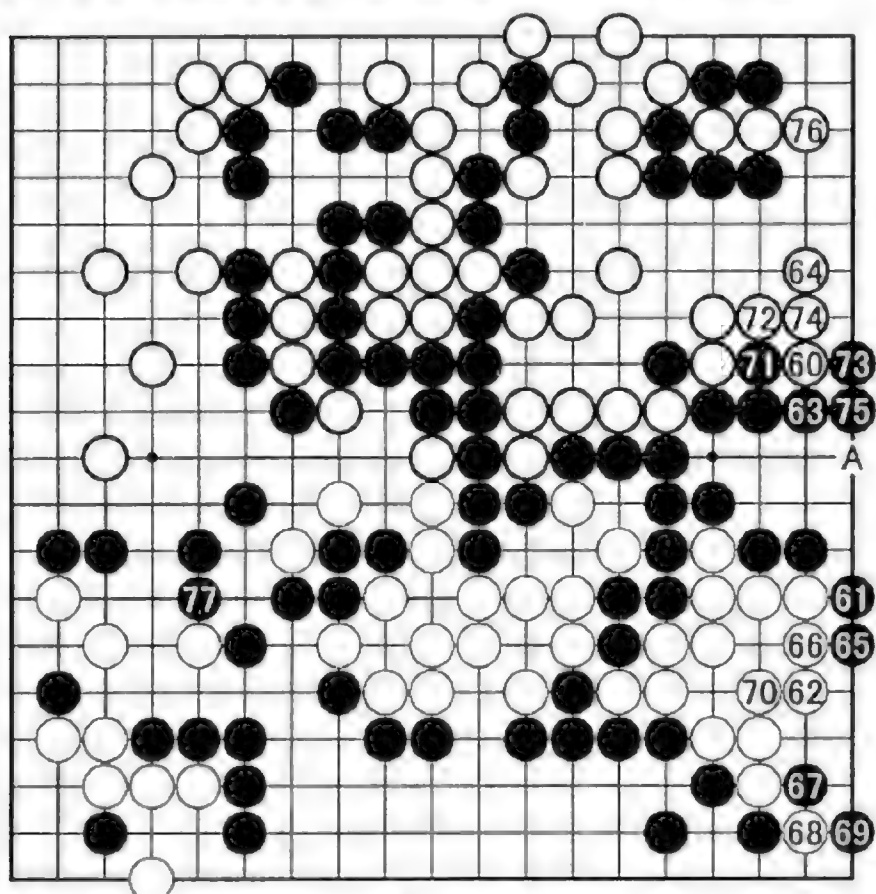
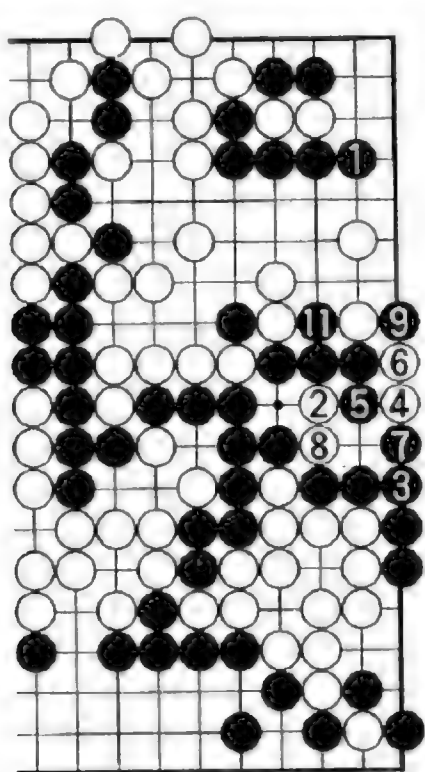


Figure 5 (160-177)

Figure 5 (160-177). Played out to the end

After White's stones were killed, everyone in the pressroom waited quietly for Yoda to resign. But Black missed a way of living with his stones in the upper right corner, so Yoda played the game out to the end.

First, Black 63 at A (another of Kataoka's discoveries) is the best way for Black to live.



Dia. 6
10: throws in at 7

In addition, instead of 71, if Black descended to 1 in *Dia. 6*, all of his stones would come to life.

Black 71 creates a shortage of liberties, so Black can't omit 75. With White 76, all of the black stones in the upper right corner are captured. Still, after Black plays at 77, he has won.

Figure 6 (178-200), Figure 7 (201-250).

Black wins by 2½ points.

From a report in *Go Weekly*, October 14, 2002.

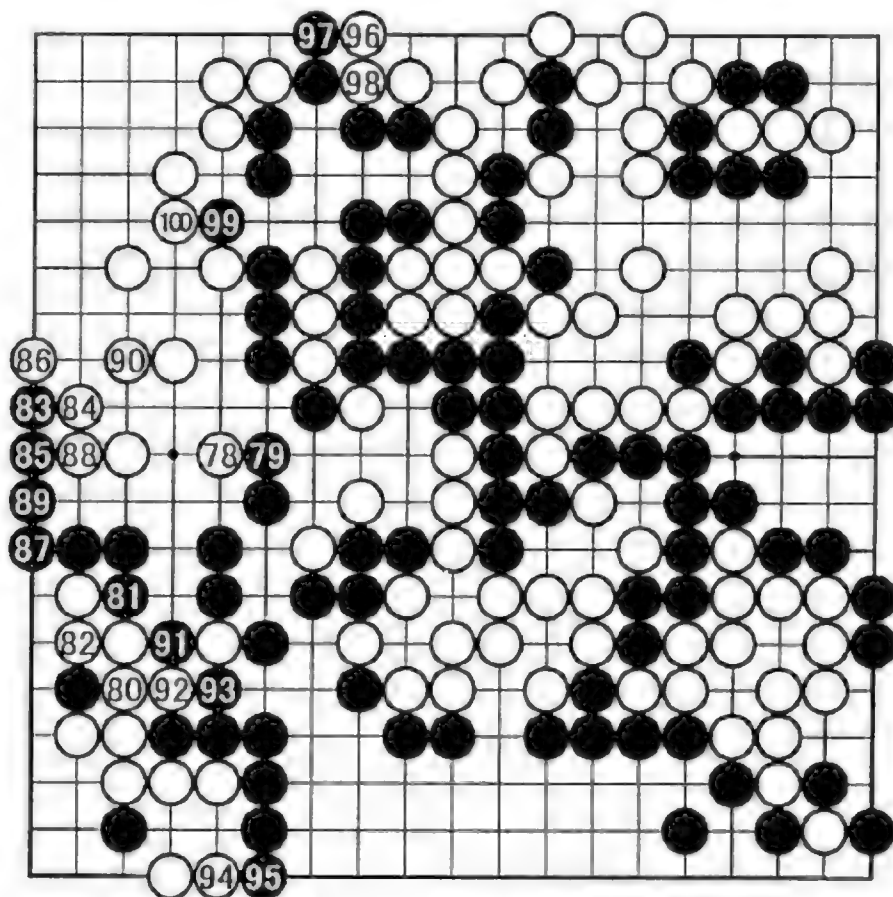


Figure 6 (178-200)

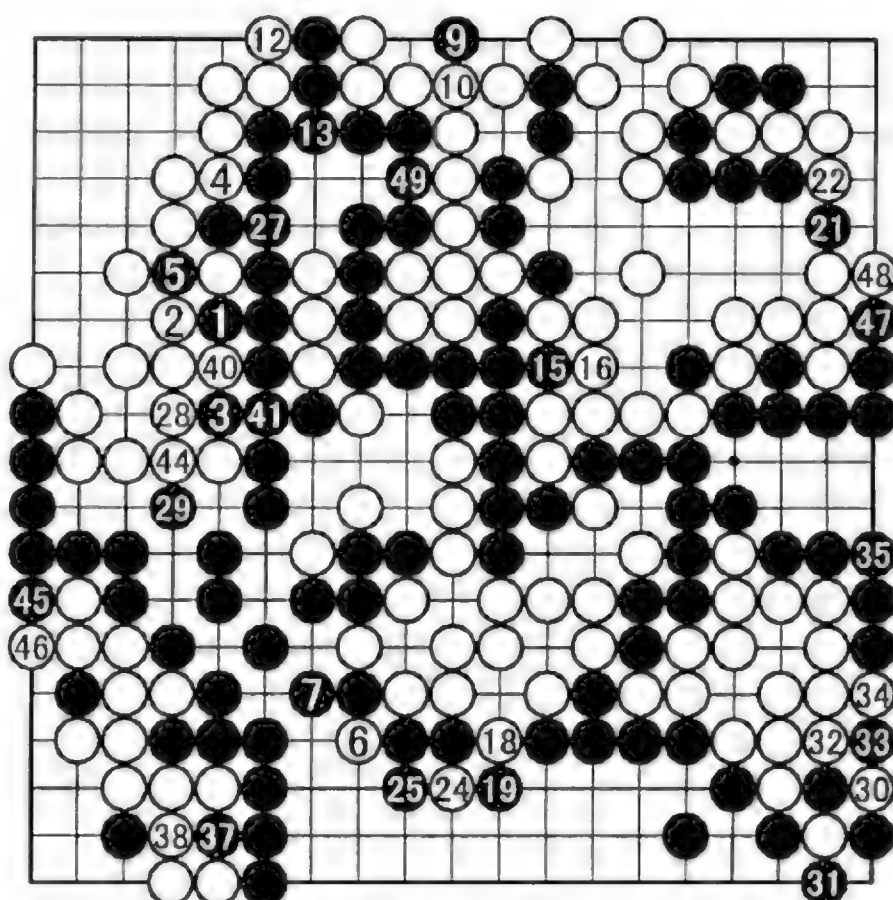


Figure 7 (201-250)

8, 14, 20, 26: take ko (right of 5);
11, 17, 23: take ko (at 5); 36: takes ko (at 30);
39: takes ko (at 33); 43: connects (above 31);
50: connects (right of 5)

Game Four

White: Cho Chikun Oza

Black: Yoda Norimoto Meijin

Played on 16 & 17 October 2002.

Commentary by Kobayashi Satoru 9-dan.

Figure 1 (1–28). The devil of best-of-seven matches

Both players seemed to be satisfied with their positions on the left side. Yoda was happy to have split White's corner positions with Black 7, 9, and 11, while Cho was looking forward to attacking Black's thin three-stone formation.

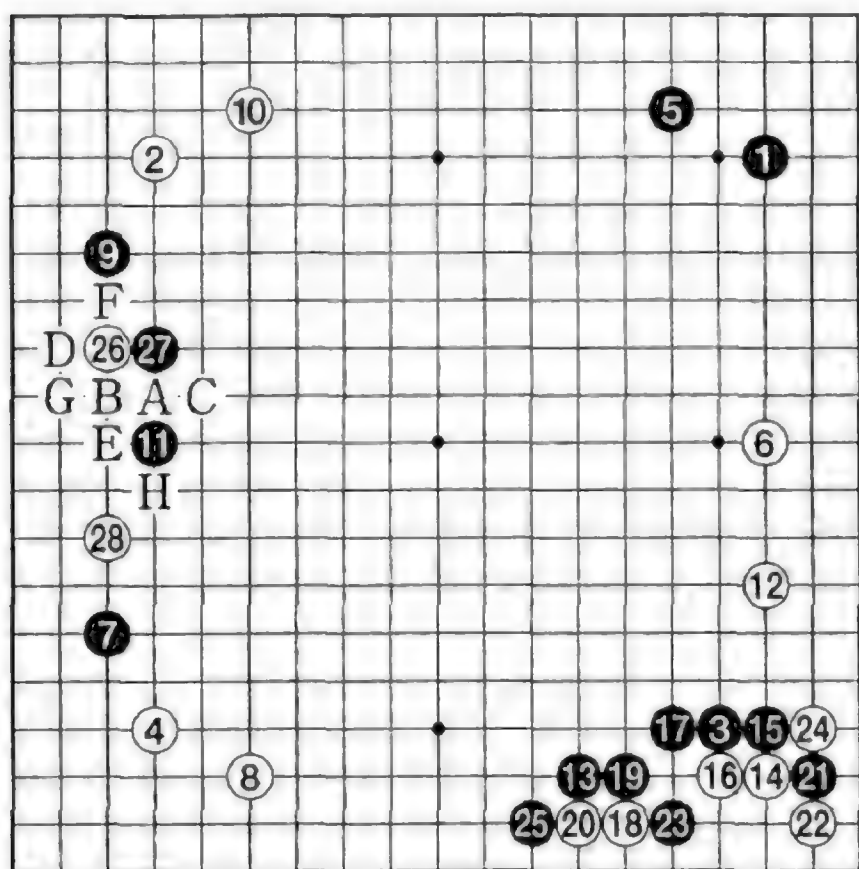
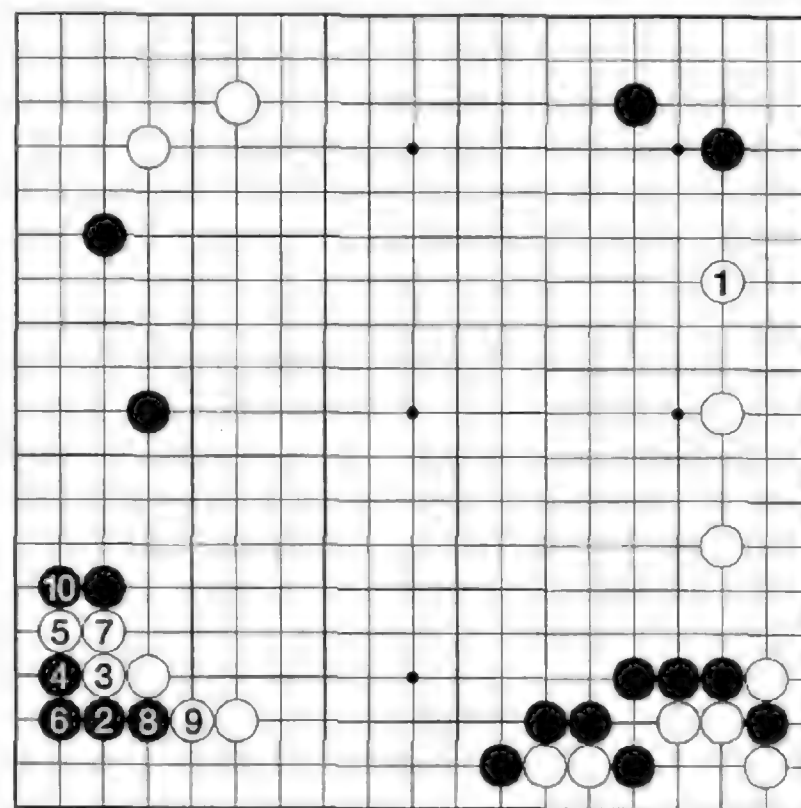


Figure 1 (1–28)

Against White 12, Black answered with the large knight's move of 13. The players are now getting serious. Against Black 13, common sense demands that White invade the corner with 14. In fact, Black played 13 to induce White to invade. If Black had played 13 at 19, White 14 would not be good. Black blocks with 15 and confines White to the corner. Instead of 14, White cannot slide to 24 when Black has made the large knight's extension to 13: Black's corner territory would become too big. If Black had made a small knight's extension to 19, then White 24 would be a good move.

The sequence to Black 25 is a joseki. White ends in sente, so he invades the left side with 26.

If White extends to 1 in *Dia. 1*, the invasion of Black 2 would be an excellent move. Black has eaten up the corner with the sequence to 8, and, with 10, he constricts the white stones in the lower left while his thickness in the bottom right is waiting for a chance to pounce on those stones.



Dia. 1

In response to Black 27, White can't play the sequence A–Black B–White C–Black D–White E–Black F–White G–Black H because the ladder is not in his favor. Cho prepared for this by playing White 28. This shape is not often seen. Moves like this are the reason why Cho is called the devil of best-of-seven matches.

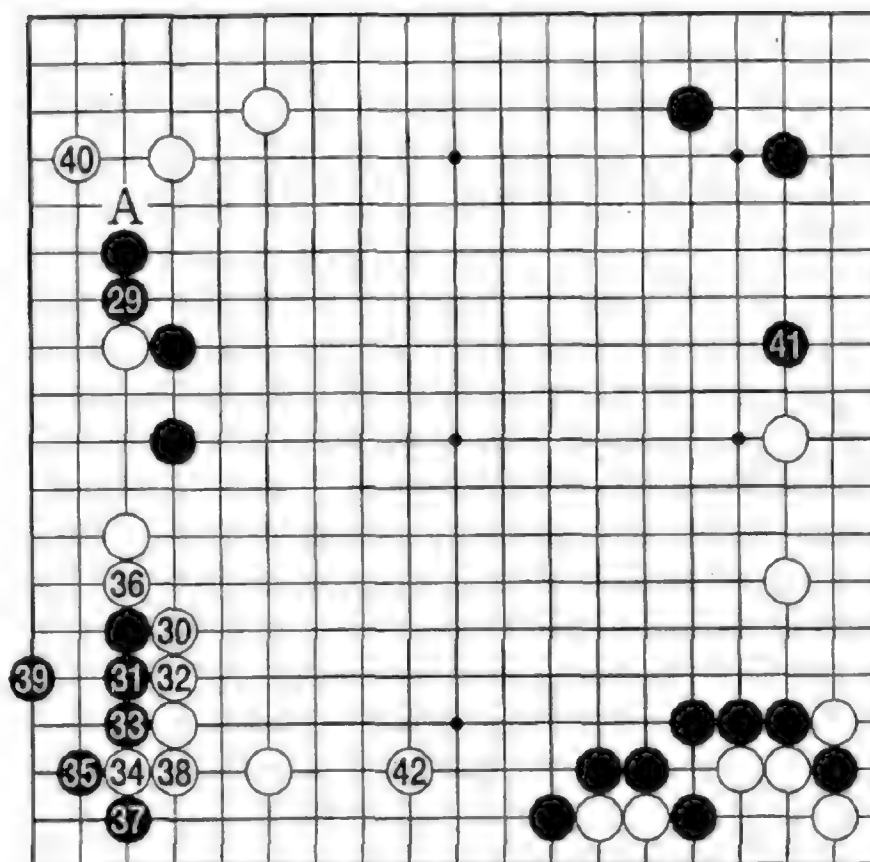
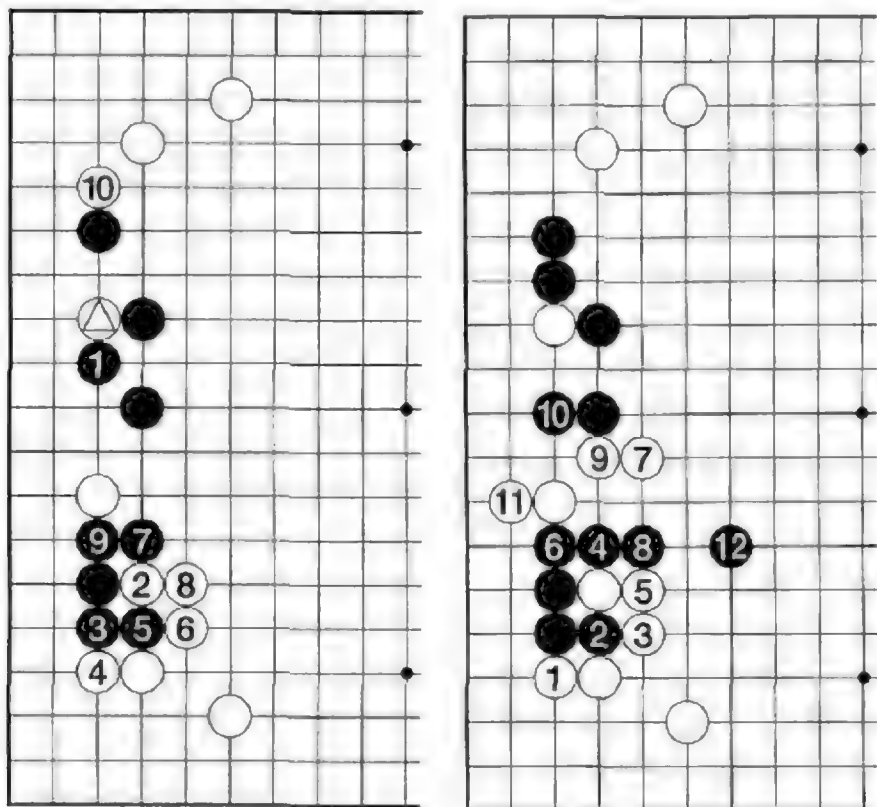


Figure 2 (29–42)

Figure 2 (29–42). Nerve-wracking

It's nerve-wracking to play Cho in a match. He doesn't compromise; his games are always played at the edge. I'm not exaggerating. Danger lurks in every one of his moves, from the beginning to the very end. He intimidates his opponent. Even before Cho has made his move, his opponent feels that he will go down in defeat. However, when Yoda played 29, it was clear that he was not intimidated by Cho. This was a good move.

With respect to shape, Black would like to play 29 at 1 in *Dia. 2*, but then it would be hard to control the aji of the marked stone. For example, against Black 3, White has the variation starting with 4. With 9, Black has taken territory on the left side, but White solidifies his corner in the upper left with 10. This was Cho's intention. However, after Black 29, Black can ignore the diagonal attachment of White A.



Dia. 2

Dia. 3

One concern is that White could play 1 in *Dia. 3* instead of 32. After Black 6, White 7 is severe. Black's position on the right side has been split. However, if Black pokes his head out into the center with 8 to 12, White is the one who will have to defend. This is because Black's thickness at the bottom right reinforces Black's stones in the lower left.

With the sequence to Black 39, you have to ask, 'Is Cho the one playing white?' Black has been able to dig himself into the corner. It's been a long time since we have seen Cho in such a generous mood, ceding territory to his opponent.

With the sealed move of White 40, the territorial balance is restored. This is a strange game. However, there is a feeling that it could turn out to be a masterpiece. Cho's strategy seems to be to let Yoda do as he likes, but in the end he gets his way as well.

Figure 3 (43–51). *Courage*

The highlight of this game, maybe even of this whole match, was the sequence from Black 43 in the lower right corner. Yoda considered these moves to be perfect timing.

Descending to Black 49 took courage. It wasn't played just because it was sente. By exchanging 49

for White 50, Black gets a stone on the first line, so White's stones on the right side are vulnerable. The instant Black descended to 49, the game became unpredictable.

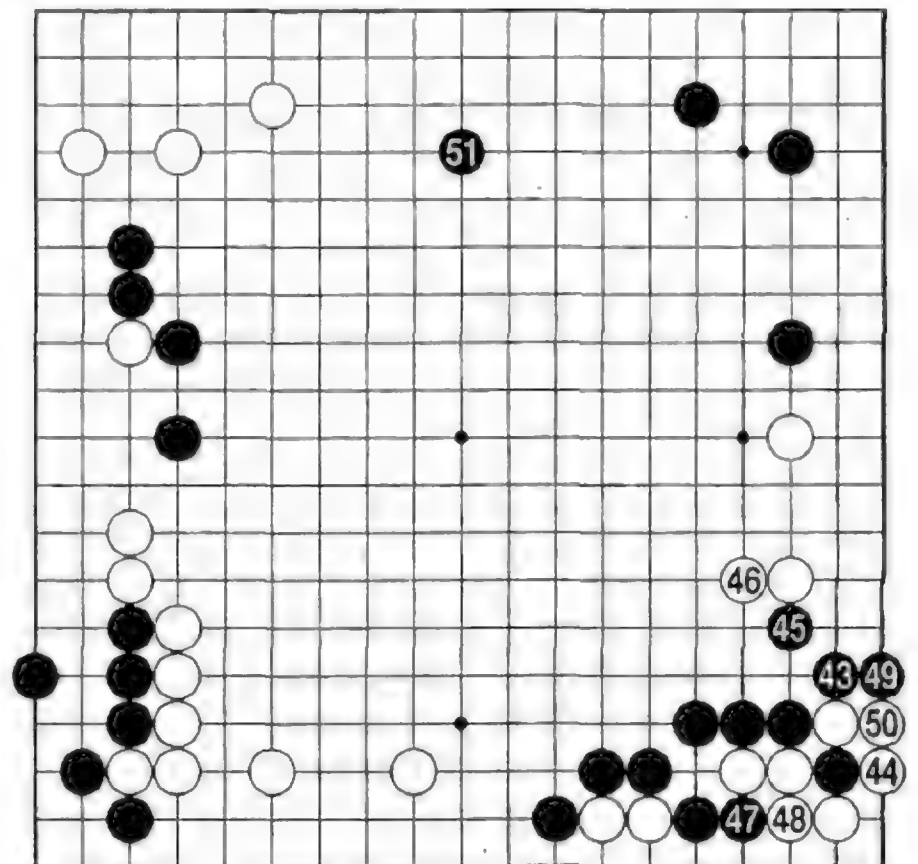
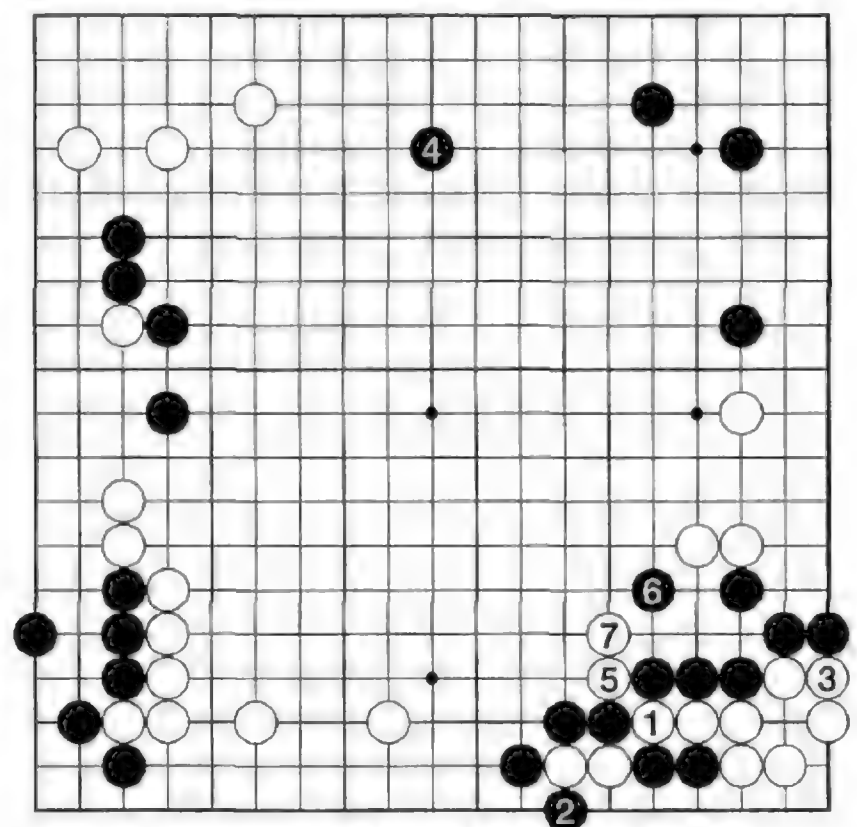


Figure 3 (43–51)

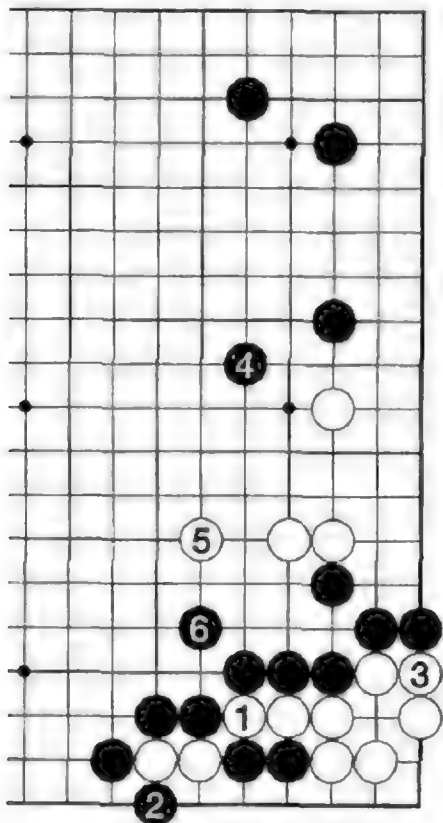


Dia. 4

White lives with 50, but this move is worth only one point. Naturally, White would like to counterattack. If I were playing White, I would play 1 in *Dia. 4*, putting pressure on Black to capture with 2. After that, White comes back to play 3. If Black next plays the big point at 4, White can cut with 5. This is not good for Black. If Black plays 4 at 7, his stones are secure, but he ends in gote. In the game, it was White who ended in gote.

Why did Cho choose to simply play 50? He is certainly not the kind of player to meekly settle his stones in gote. I suppose it's because he disliked the sequence

to Black 6 in *Dia. 5*. Sente is sente, but, after Black 6, White's stones on the right side are in a pinch. On the other hand, when Black defends his shape with 6, there are no weaknesses in his position. Cho hates it when his opponent settles his shape. Just the simple descent at 49 was the cause of all this contemplation.



Dia. 5

Figure 4 (52–66). Is White's judgment correct?

After all his fretting about whether or not to play A, White retaliates with the attachment at 52. However, rather than making his opponent worry, it only surprises him. With 53 and 55, Black solidifies his corner. Other than Cho, no one thought that this was a good strategy.

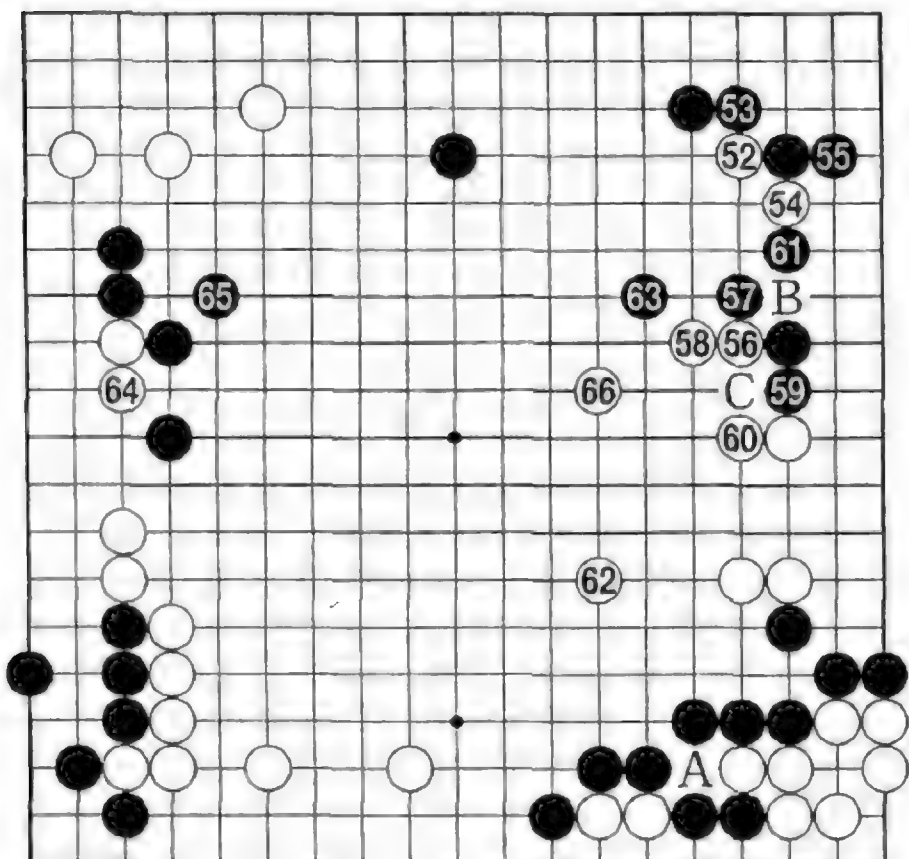
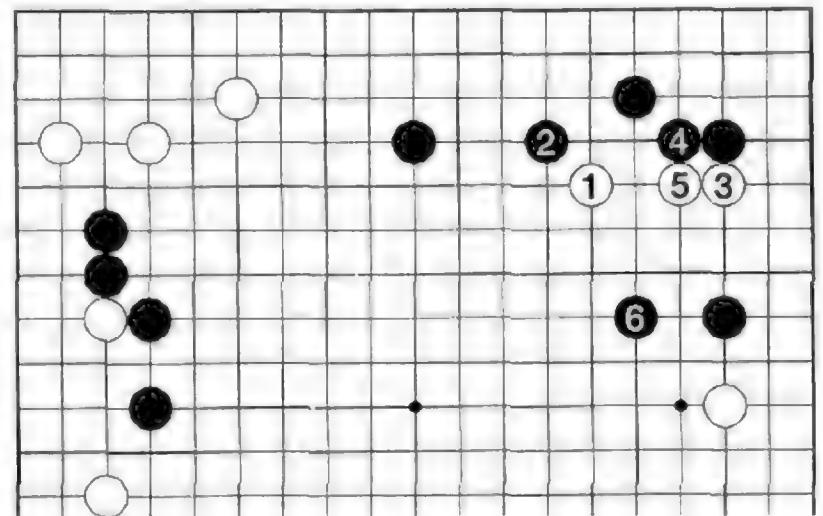


Figure 4 (52–66)

In a fast game where the players don't have much time, the sequence from White 1 in *Dia. 6* would be

the usual strategy. Even though Black stakes out the top with 2, the territory there is not yet secure and White still has room to play 3 and 5. Black 6 is a bit severe on White, but his chances are still good.

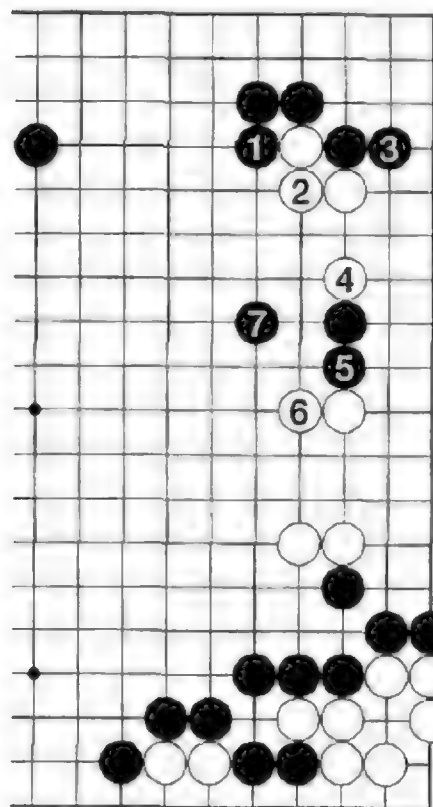


Dia. 6

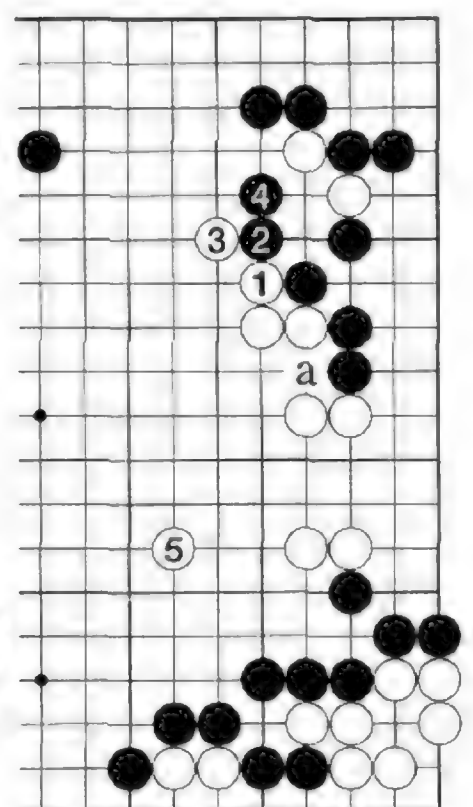
White 52 and 54 prepare for the attachment of 56. Against White 60, Black has to worry about the cut at B, so he cannot omit defending at 61. Jumping to White 62 has a good feel to it.

However, there are a lot of moves in this sequence that I don't understand.

For instance, why didn't Black atari with 1 in *Dia. 7* before descending to 3? After 2, White's stones are heavy and he can't easily sacrifice them.



Dia. 7



Dia. 8

What about using 58 to draw back to C? Is this better or worse than in the game?

There are a lot of questions here.

Instead of White 62, White 1 to 5 in *Dia. 8* are reckless. White has no way to resist Black 'a'.

In response to Black 63, White exchanges 64 for 65, then plays 66.

Everyone will agree that Black's territory at the top is big. Is White's judgment of its relative size correct?

Figure 5 (67–87). Cho's judgment is accurate.

If White's judgment in *Figure 4* was mistaken, Black would have tightly surrounded the territory at the top and clinched the game. But Yoda played Black 71. This move doesn't wrap up the game; it only expands Black's territory in the upper right. I think that this was the correct strategy.

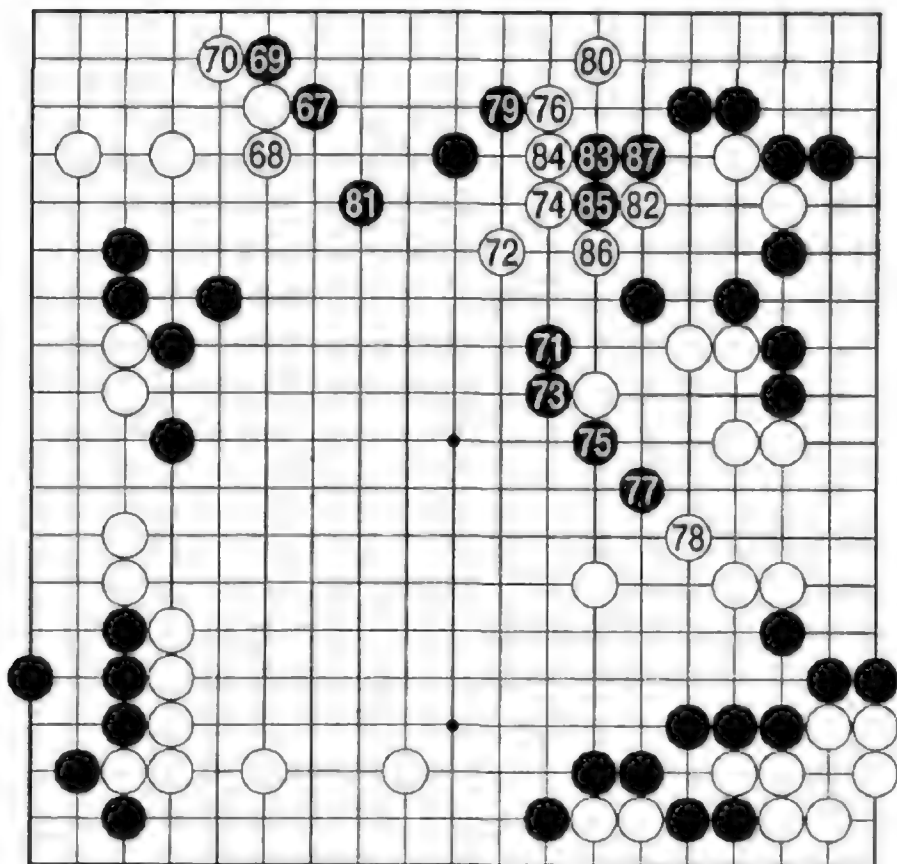
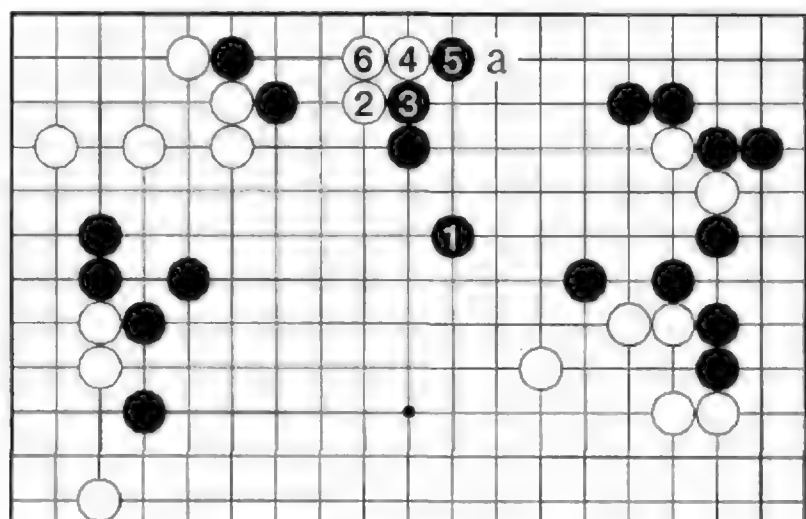


Figure 5 (67–87)



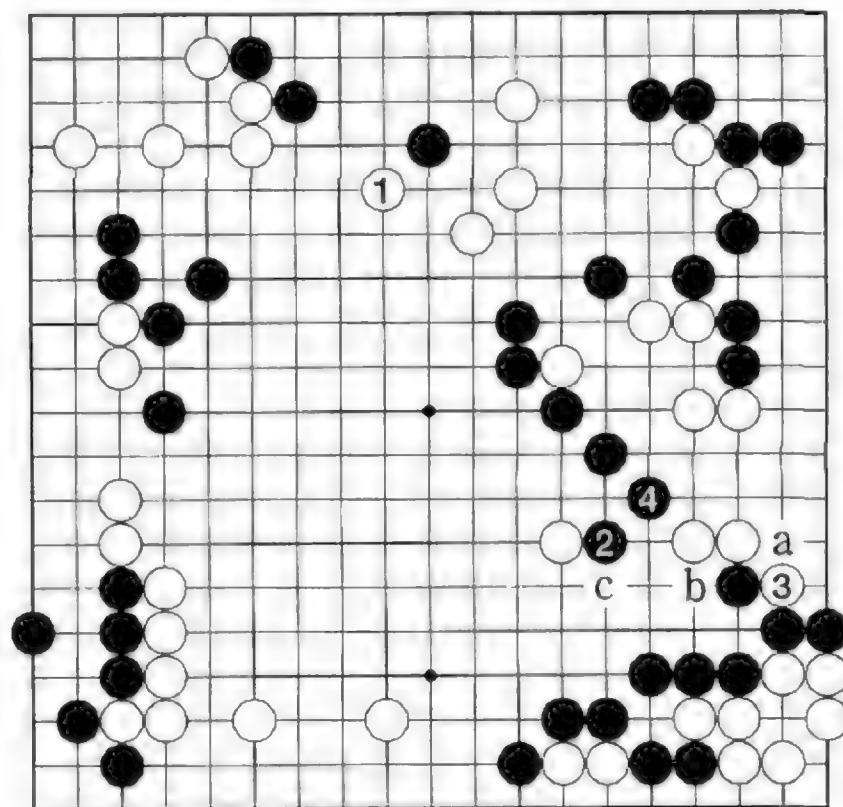
Dia. 9

Playing Black 1 in *Dia. 9* instead of 71 in the game clearly defines Black's territory at the top right. However, White 2 to 6 reduce the value of this territory. Black is left with a disagreeable clamp at White 'a'. For sure the game would become close, but I would prefer to be playing white. Therefore, I think that Cho's judgment was absolutely correct.

Black expanded his moyo with 71, so White invaded it with 72. However, I don't think that he should have done this. After this both Black and White are playing at the edge. Match go has nothing to do with reason; it is all about trying to out-psych your opponent.

Unless a player reads deeply, he can't play a move like Black 77. Instead of 78, if White resists

with 1 in *Dia. 10*, Black has to capture the White stones on the right. Yoda believed that he would be able to do this with Black 2 and 4. If Black ataries with 'a' instead of 4, White ataries with 'b' and slips out into the center with the hane of 'c'.



Dia. 10

Up to 80, White has invaded deeply, but Black counters with 81, staking the game on the success of this attack. Which side is better, I can't say, but there is no question that Cho excels in positions like this.

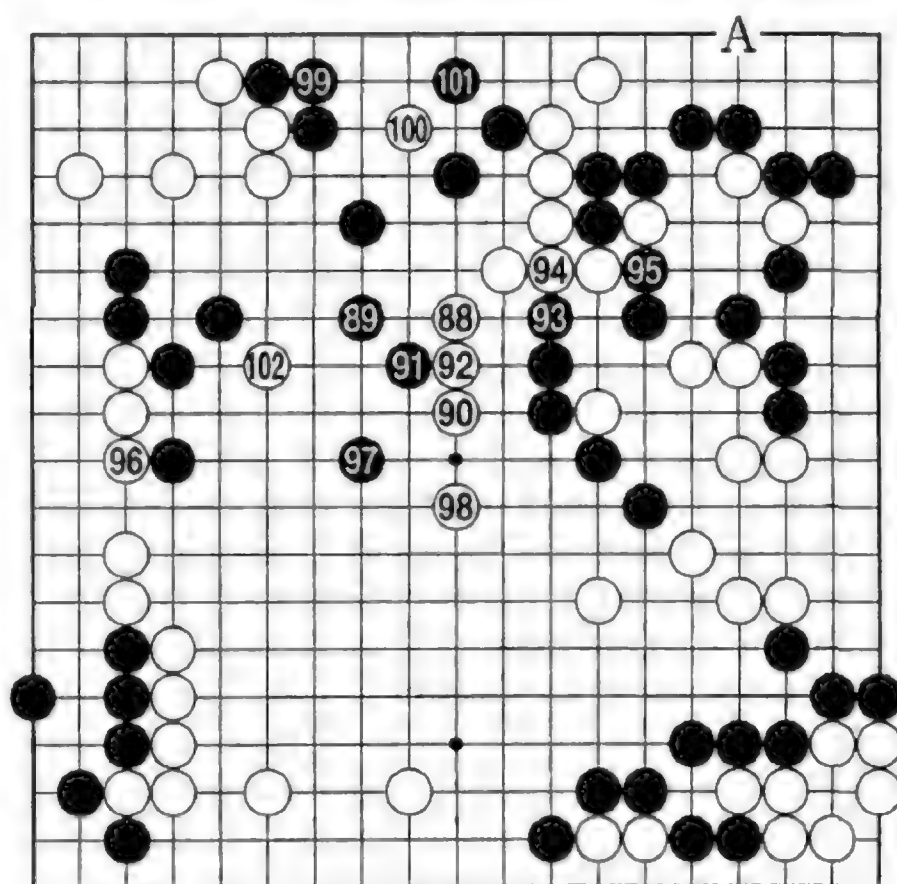


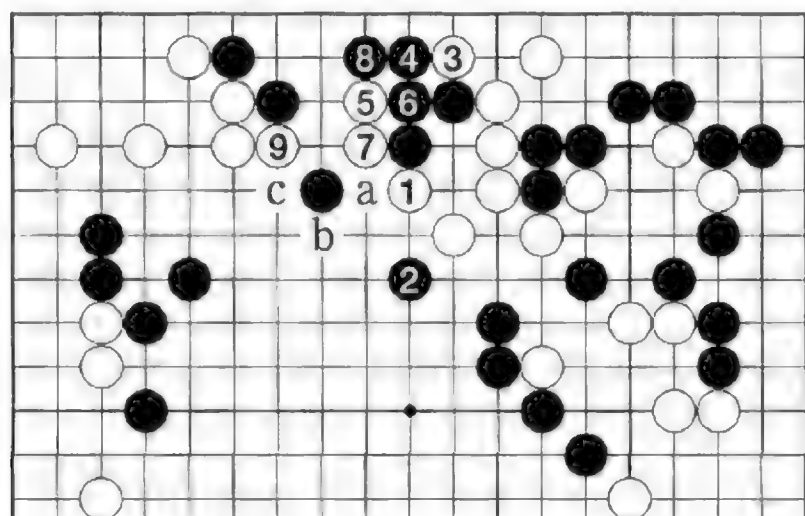
Figure 6 (88–102)

Figure 6 (88–102). Questionable

White is setting the pace in this game, but mere survival with his group at the top will not guarantee victory. The worst case would be if the white stones are surrounded and they are forced to make eyes. For sure, White has to maintain the power of

his thickness in the lower left as well as not losing the big endgame point of A.

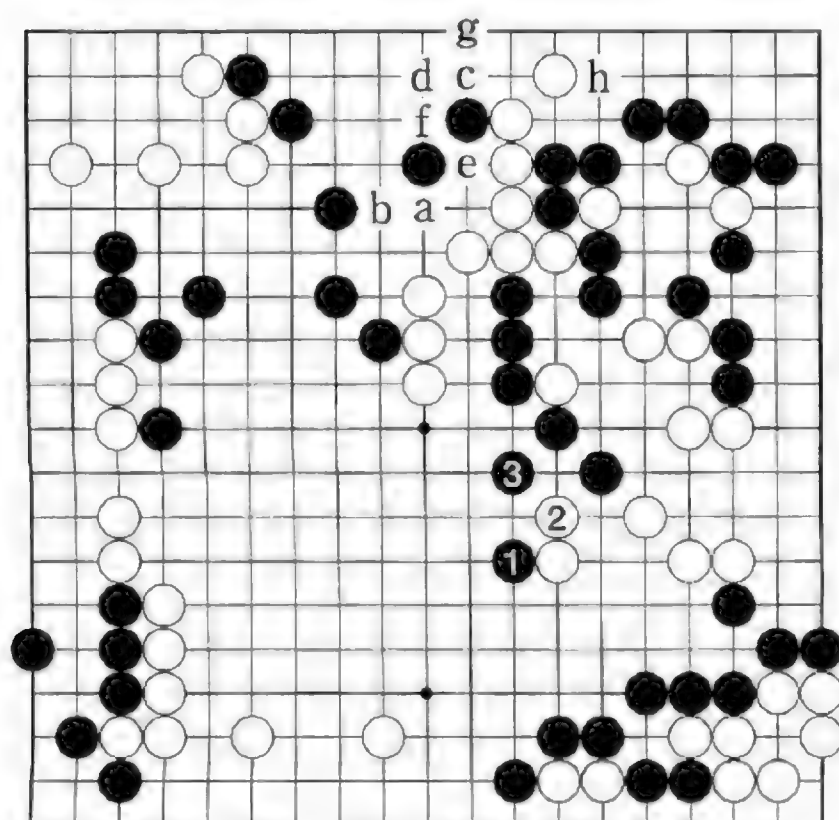
Cho sticks his head out in the center with White 88. This move looks natural to avoid getting sealed in, but I think that it is questionable. With 89 and 91 Black is able to form a link between his stones on the left and the ones at the top, while White's stones at the top are still vulnerable.



Dia. 11

I think that White 1 in *Dia. 11* is the vital point. If Black 2, the sequence would continue up to White 9, and Black's stones are crushed. If Black descends to 3 with 2, White will exchange 'a' for Black 7. Next, White 'b' has a good feel to it. Even if Black answers with 'c', White's shape here is better than in the game. If Black 2 at 'a', White will play 2, and he now has good potential for making eyes. This is a big difference from the game.

The moment that White played 96, the position became favorable for Black. But Yoda followed in Cho's footsteps and played a dull move with Black 97.



Dia. 12

Black wants to attach with 1 in *Dia. 12*. After White 2, Black 3 is the follow-up. By leaning on

the white stones on the right side, it will not be so difficult to confine the white stones at the top. If White makes two eyes with the sequence from 'a' to White 'g', Black can play 'h' in sente, and, as mentioned above, White loses the big endgame move of A in the figure.

White jumps to 98 and his stones are safe. Flushed with success, White immediately starts a fight with 100 and 102.

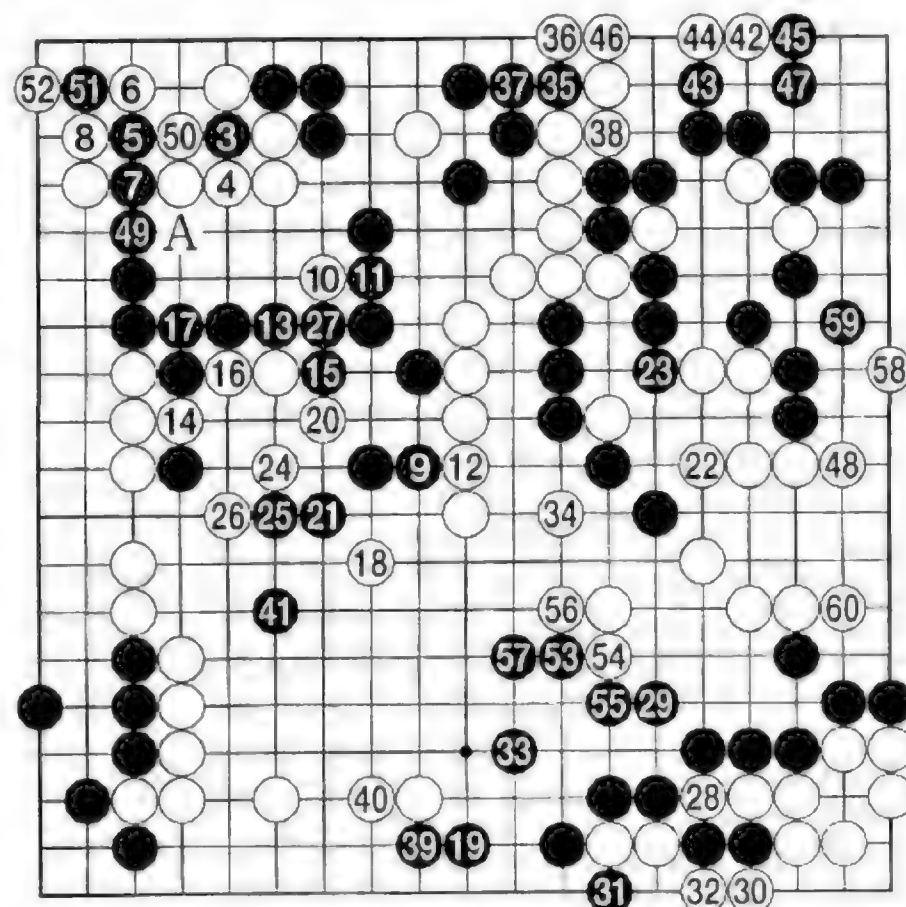


Figure 7 (103-160)

Figure 7 (103-160). *Delicate*

Black suffers a small loss with the moves from 3 to 7, but he sets up a forcing move at A, thereby preparing for the fight that White has started.

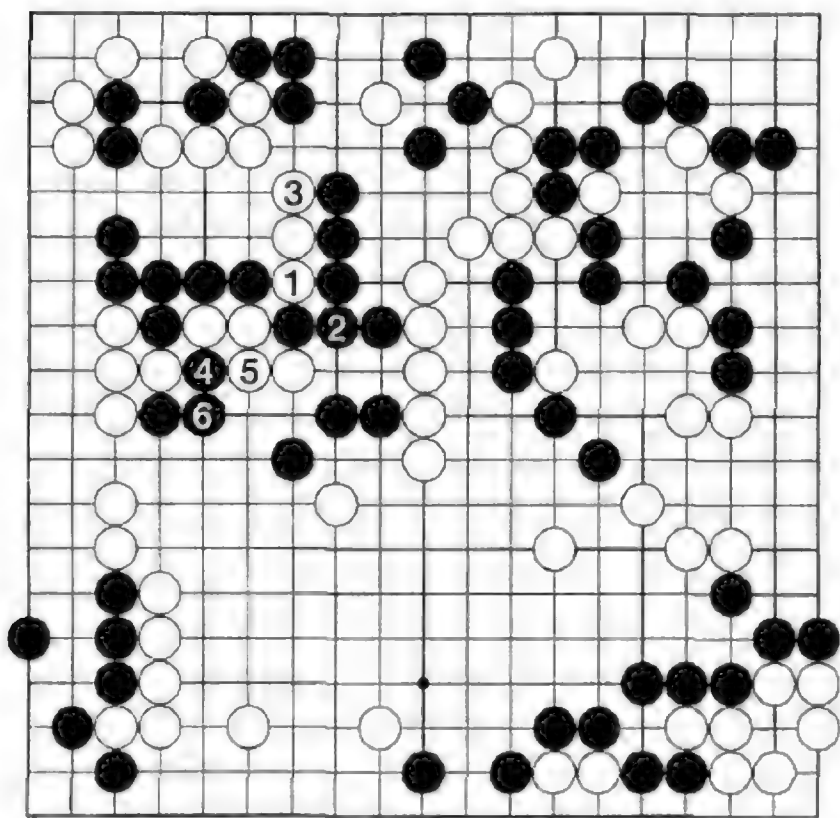
In spite of this, Cho doesn't let up and attacks with 10 and 14, displaying great power. Cho considers this to be the decisive battle.

Yoda swells out with Black 15. This was really a wonderful move. It is easy to understand why from the continuation. In this part of the game, Yoda's analysis was much deeper than Cho's.

When White attacked with 18, because of 15, Black didn't have to respond and he had time to play 19 at the bottom.

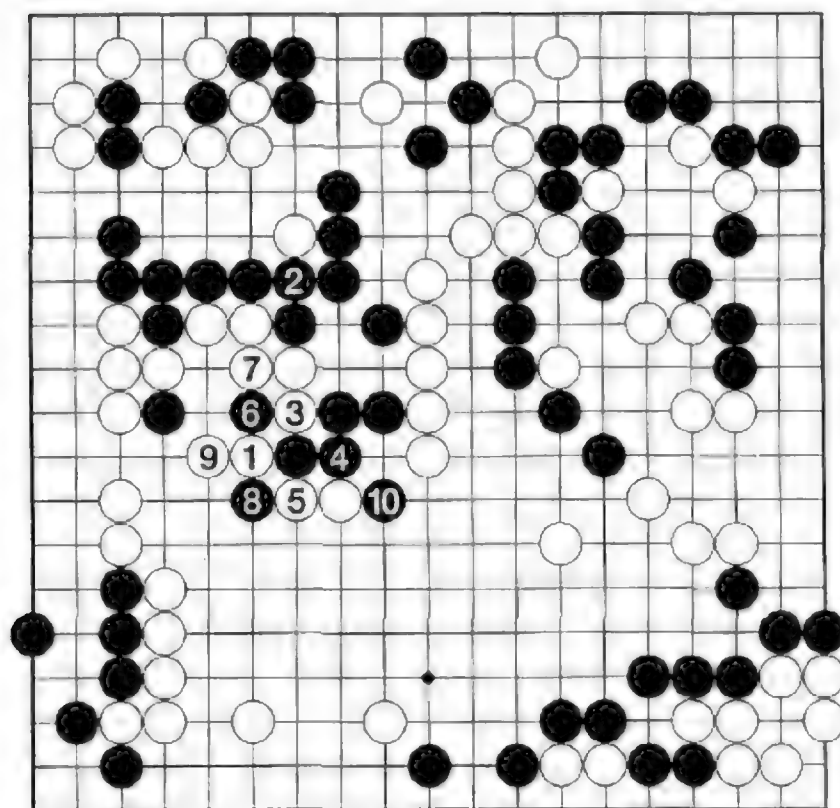
Against the hane of White 20, if Black answered honestly by immediately connecting at 27, White would make a big territory in the center with 21. Therefore, Black had to play at 21 himself. Of course, this move is related to 15.

If White continues with 1 and 3 in *Dia. 13*, Black has the cut at 4. After connecting with 6, the white stones can't escape.



Dia. 13

If White plays 1 in *Dia. 14*, connecting with Black 2 is good. Even after White 3 and 5, Black cuts with 6 and ataries with 8. The hane of Black 10 is now severe. White cannot save both of his stones at the top and on the right.



Dia. 14

When White plays 34, his two weak groups become strong. The result of this game now hinges on the endgame.

Figure 8 (161–263). *The losing move*

In the preceding figure, Black played well, but White, for his part, didn't make any dubious moves. The game will be decided in the endgame, but for now White is slightly in the lead.

Both players have their own ideas about how to proceed with the endgame, but I think that the losing move was White 130.

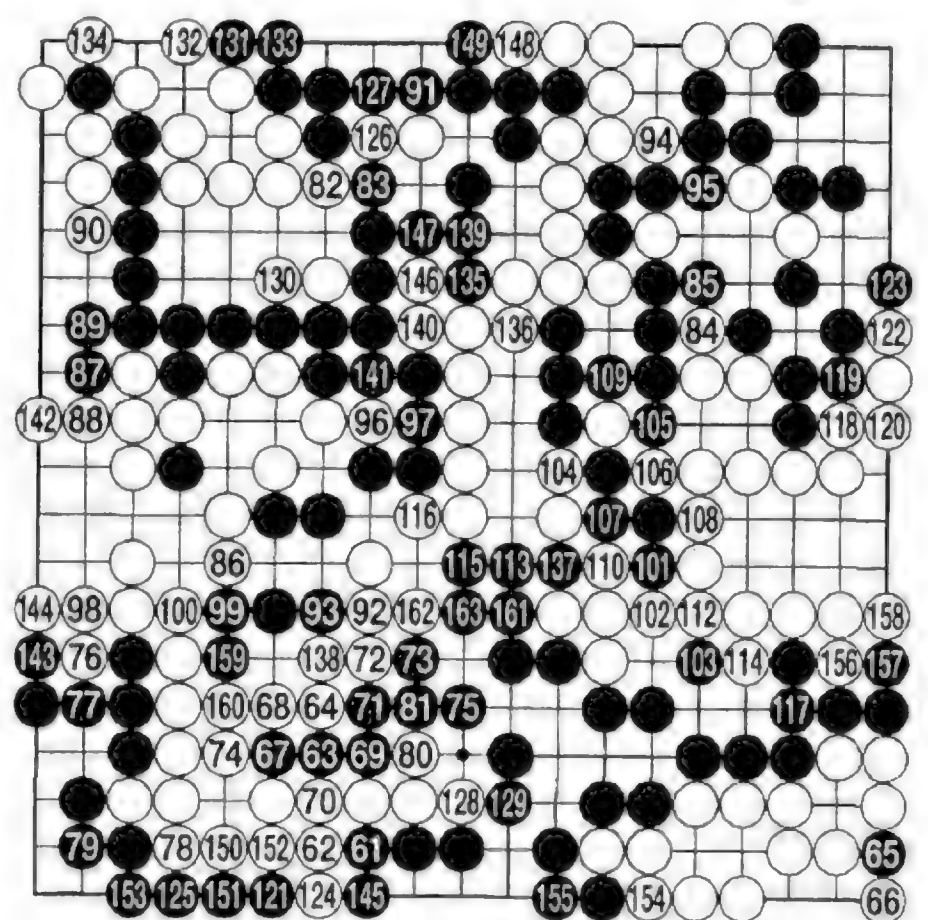
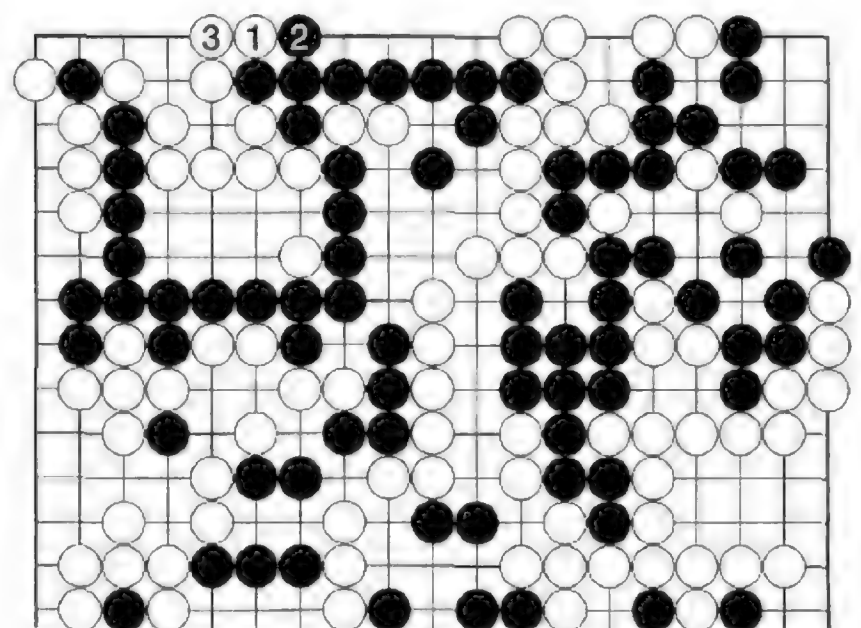


Figure 8 (161–263)

111: connects (left of 105)

I think that White 1 and 3 in *Dia. 15* were the correct way to play. All that needs to be said is that Black 131 and 133 were sente. Any further explanation is unnecessary. A pro knows instinctively without calculating which moves are the biggest. So why did this unbelievable miss occur? I started hearing people mumble 'the myth of Cho's infallibility during *byo-yomi* has crumbled.' However, simply saying something like this is being rude to Yoda. It is not unusual to become confused during *byo-yomi*. As one becomes older, the chances of making mistakes rise accordingly.



Dia. 15

Yoda had played boldly throughout this match, but it had been Cho who had initiated most of the fights. However, Yoda met each challenge head on and this is why he was leading two games to

one at the start of this game. Every time Cho went on the attack, Yoda responded strongly. This constant pressure eventually took its toll and Cho faltered.

Black wins by half a point.

From *Monthly Go World*, December 2002. Translated by the editor.

Game Five

White: Yoda Norimoto Meijin

Black: Cho Chikun Oza

Played on 23 & 24 October 2002.

Commentary by Yoda Norimoto. Report by Naito Yukiko.

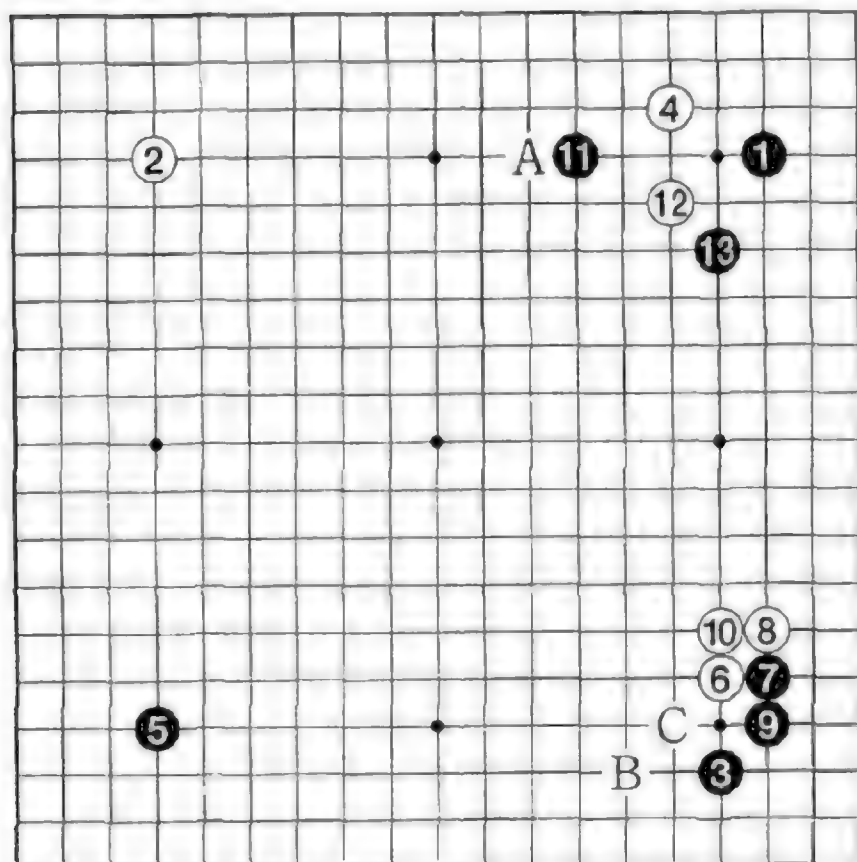


Figure 1 (1-13)

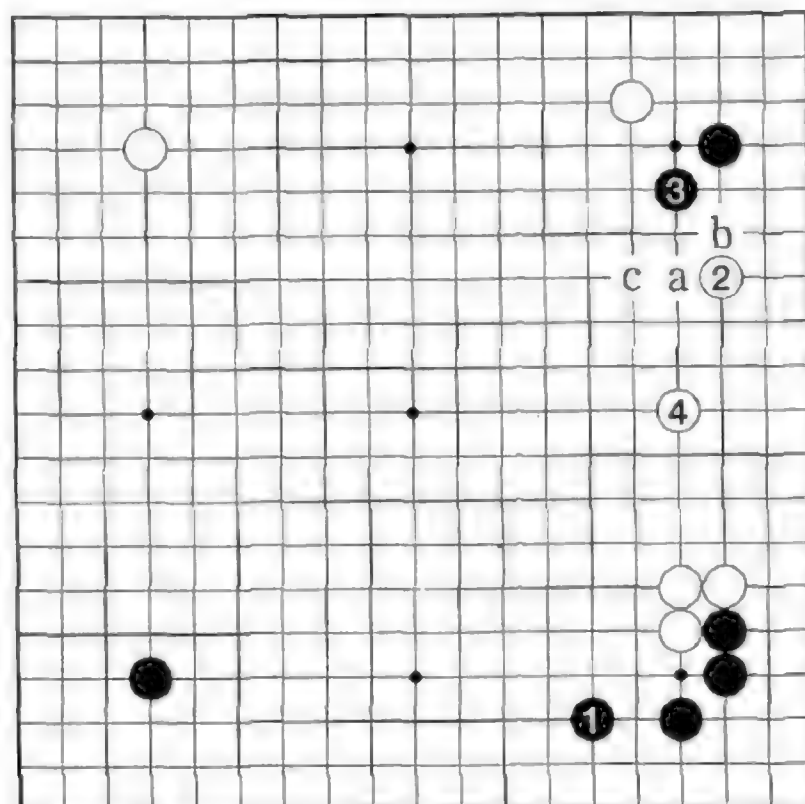
Figure 1 (1-13). An often-played opening

After Black played on the 3-4 points in the corners on the right side, I immediately made approach moves at White 4 and 6. I tried this pattern several years ago in the Oza tournament, and, as I remember, I got a good result. In that game Black 7 was played at A.

Cho attached and drew back with Black 7 and 9. He then stopped and spent an hour thinking. He was probably agonizing over whether to play B or C. He finally did neither, leaving the joseki unfinished, and switched to Black 11 at the top.

Jumping to Black 1 in *Dia. 1* is the usual continuation. I expected the moves to 4 to follow and I would be able to expand along the right side. This is sequence is often played. Actually, I remember

playing Black's side of this variation in a game with Narusawa Yasuichi (now 8-dan) a long time ago in the final of the 4-dan section of the Kisei tournament. I remember it as being a very difficult game.



Dia. 1

Takagi Shoichi recommended playing White 2 on the fourth line at 'a'. White could also play 2 by attacking all the way up to 'b'. White 4 at 'c' is also possible.

Because Black wants to play on the right side, he attacks tightly with the one-space pincer of 11. White jumps to 12 and Black goes on the offensive with 13.

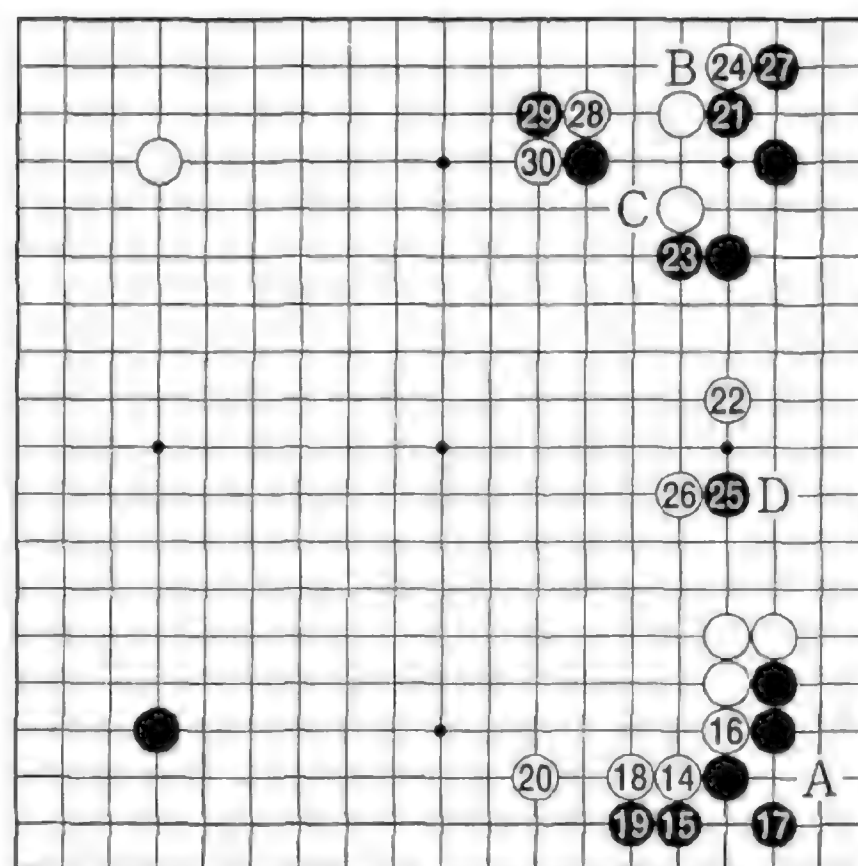
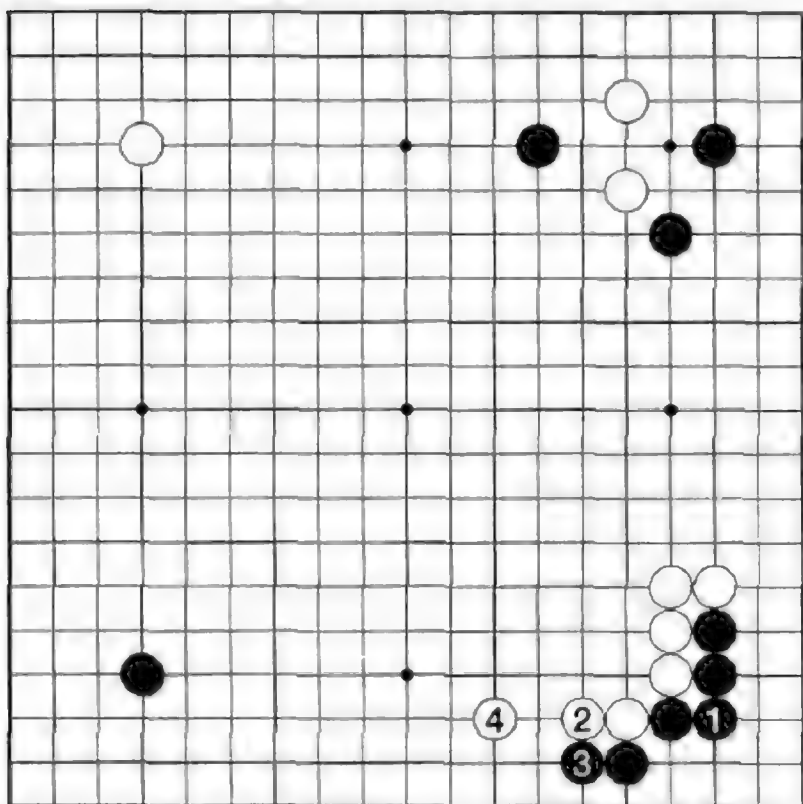


Figure 2 (14-30)

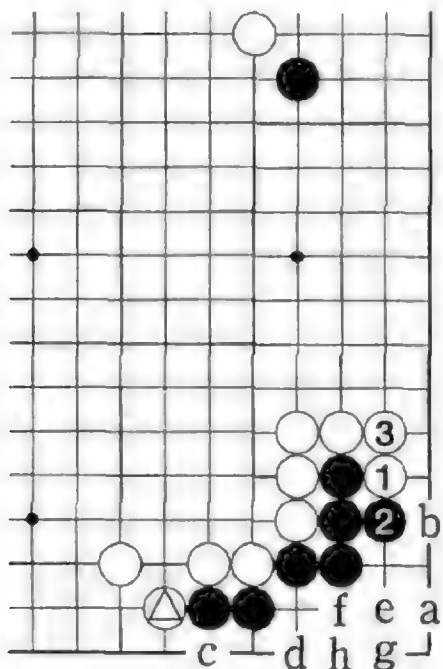
Figure 2 (14-30). Even one ko threat is a burden.

Because Black omitted a move at the bottom, White pressed with 14. How to answer White 16 caused Black some anguish. Black 17 leaves behind the peep at A as a ko threat. Even one ko threat is a terrible burden.



Dia. 2

If Black connects tightly with 1 in *Dia. 2*, White would have no ko threat against these stones, but when White blocks at the marked stone in *Dia. 3*, White 1 and 3 become big. After White makes a placement at 'a', White can turn the corner into a seki in sente with the sequence to Black 'h'.



Dia. 3

In response to the diagonal attachment of Black 21, descending to White B is heavy.

Because I wanted my stones at the top to be light, I didn't respond to Black 23 with C. Instead, I held back with White 22.

Black ignored White 24 and invaded the right side with 25.

Some players commented that after the upper right is decided White could respond to an invasion on the right with D, but I think that in either case, White can attach on top because he has no weaknesses.

After Black 27, I planned to play White 28 and 30.

At this point it was already late in the afternoon and the time for adjourning the game was fast approaching.

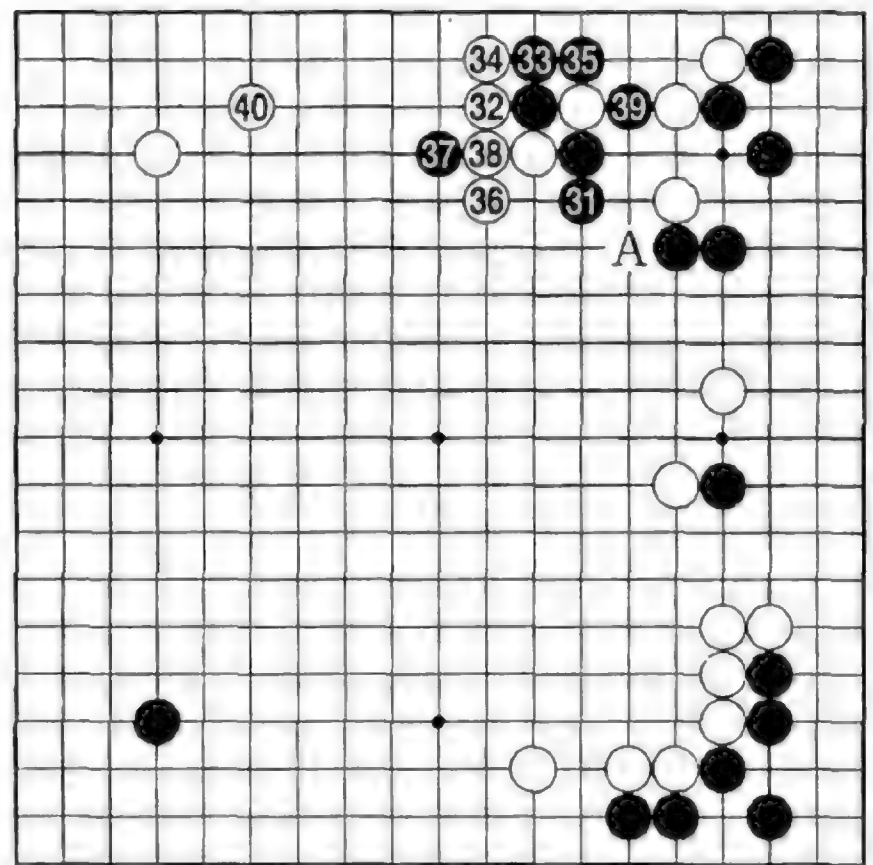
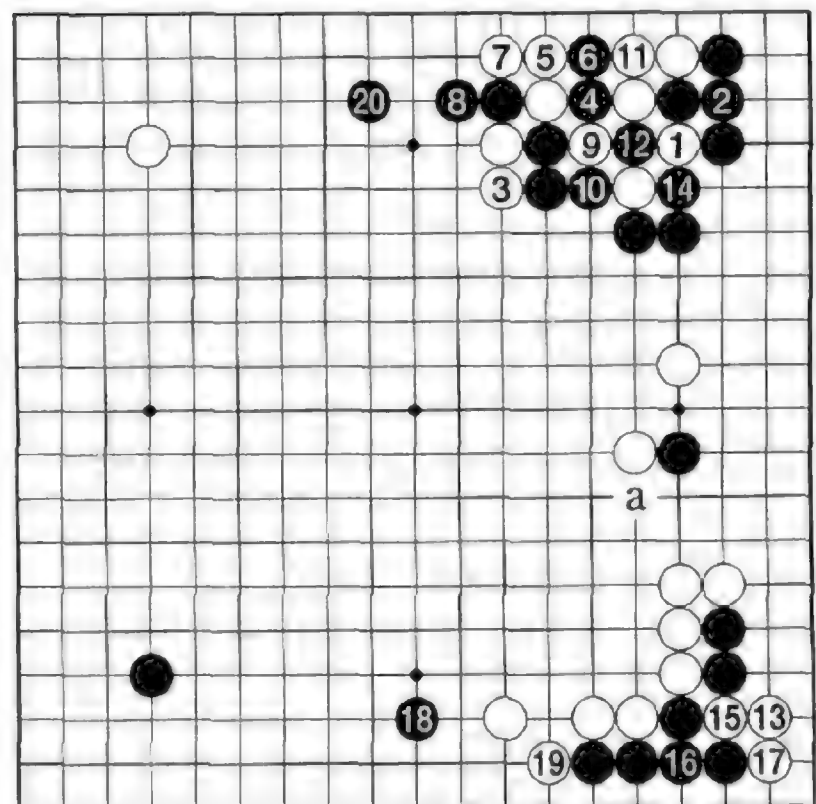


Figure 3 (31-40)

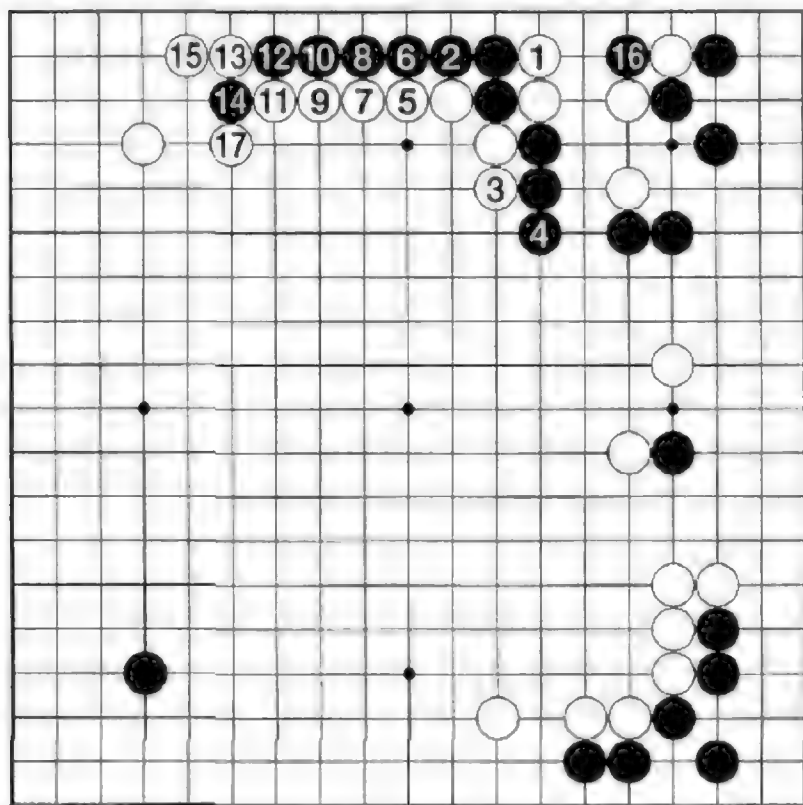
Figure 3 (31-40). Before the sealed move

At what point should I play the sealed move? This always causes me great anguish. After Black 31, I thought about playing as in *Dia. 4*. With Black 12 it becomes a ko, but White has a ko threat at 13. Black resolves the ko with 14, but White stylishly captures the black stones in the lower right corner. In the game review, the opinion was expressed that this diagram was better for Black, but I thought that it would have been a close game. If Black answers the ko threat by connecting at 15, Black's next ko threat would be the hane at 'a'. However, I didn't want to play the sealed move at White 1.



Dia. 4

Before I played the sealed move at 32, I naturally considered the sequence in *Dia. 5*. If White plays 1 on the inside, then sacrifices these stones, Black would crawl along the second line. However, I had the whole night to think about the next move, so White 34 was a good move to be thinking about.



Dia. 5

After this White A is a stylish move. However, I thought a bit too much about 34 and White A.

The position in *Dia. 5* would be normal, but the sequence in the game is better.

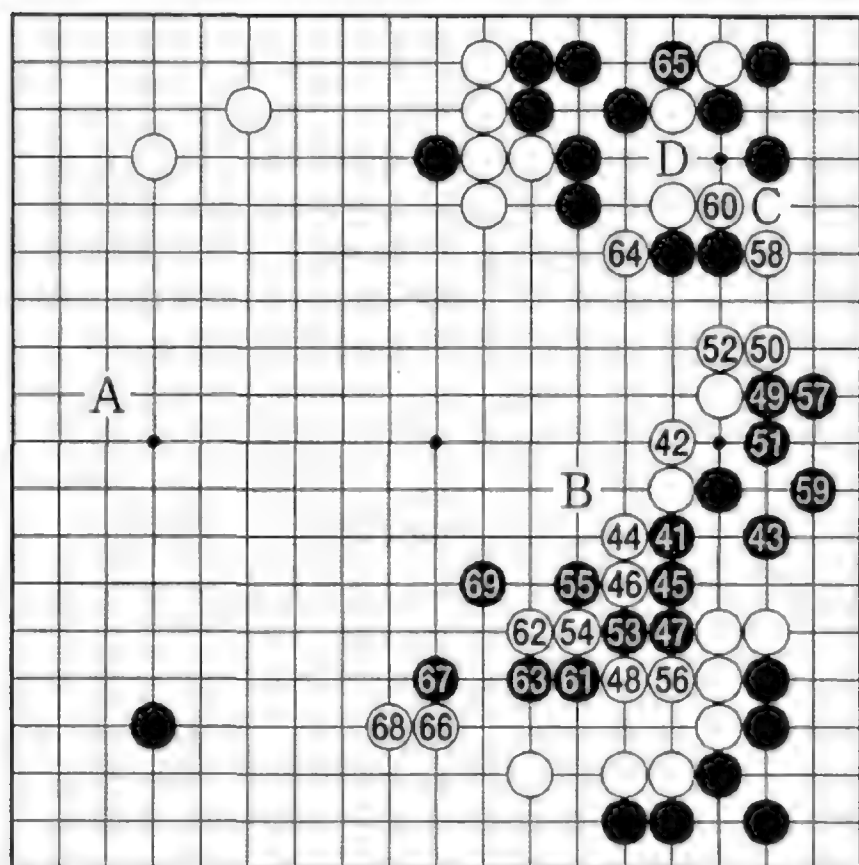


Figure 4 (41-69)

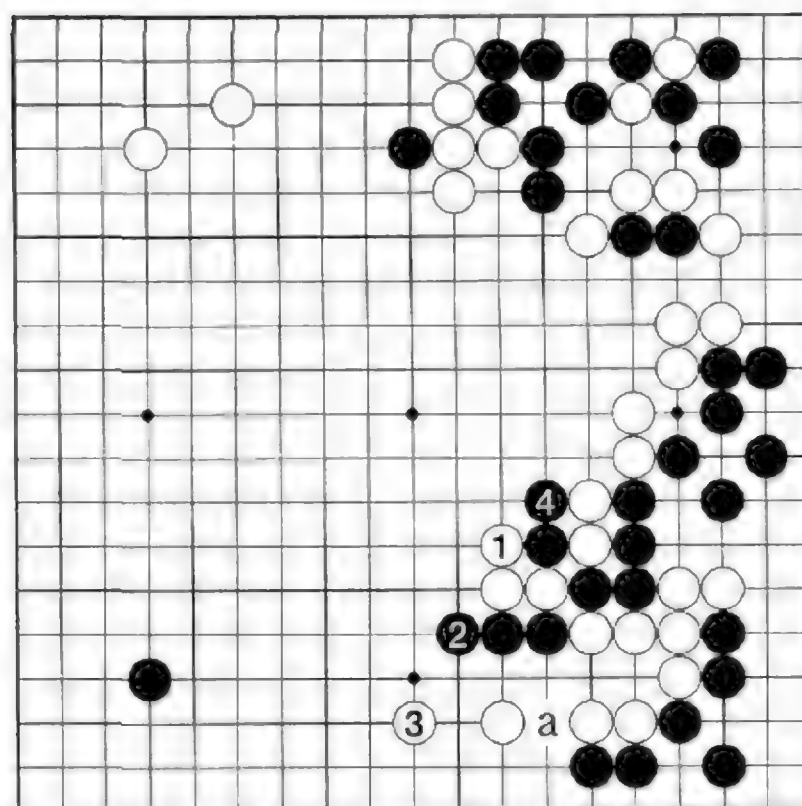
Figure 4 (41-69). I didn't think about it.

With the hane of 41, Black starts operations on the right side. I hadn't read out the position there at all. My first impression was that there

was no way this position could turn out badly for White. Just by simply playing here, Black loses points. The continuation bears this out. By living on the right side, Black's territories at the top and bottom right have become smaller.

I thought of extending to A on the left side, but I was too enamored by White 60. I also thought about playing the diagonal connection at B, but I wanted to try playing White 60. By taking the two black stones with the hane of 64 and making a living shape for my stones around there, I felt confident. If Black were to draw back to 64, White would connect at C, forcing Black to cut at 65.

I was surprised when Black cut at 65 in response to White 64. He must have been tempted by the devil. Even Cho said he regretted this move immediately after the game. Certainly he should have atari'd at D, not only because Black gets more territory with this move, but also because White's two stones below are denied a liberty.



Dia. 6

I defended my stones at the bottom with White 66. I also thought about playing 66 at 1 in *Dia. 6* and starting a fight at the bottom. But Black could wedge in at 'a', then connect; White's stones would be deprived of their eye shape and become thin.

Up to 69, Black has captured two stones, but there is still some aji left around here. In addition, Black 59, played to make eye shape, is now unnecessary.

Up to here, I felt that the game was going rather well for me. Even if Black can capture the two stones at 44 and 46, he has at most 60 points of territory.

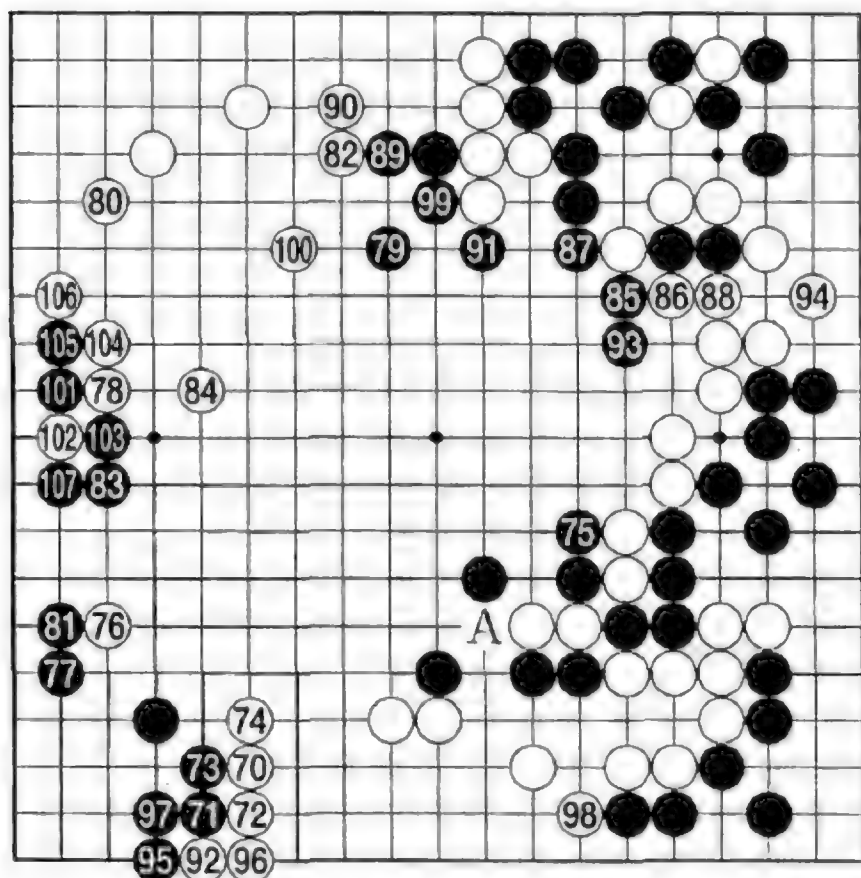
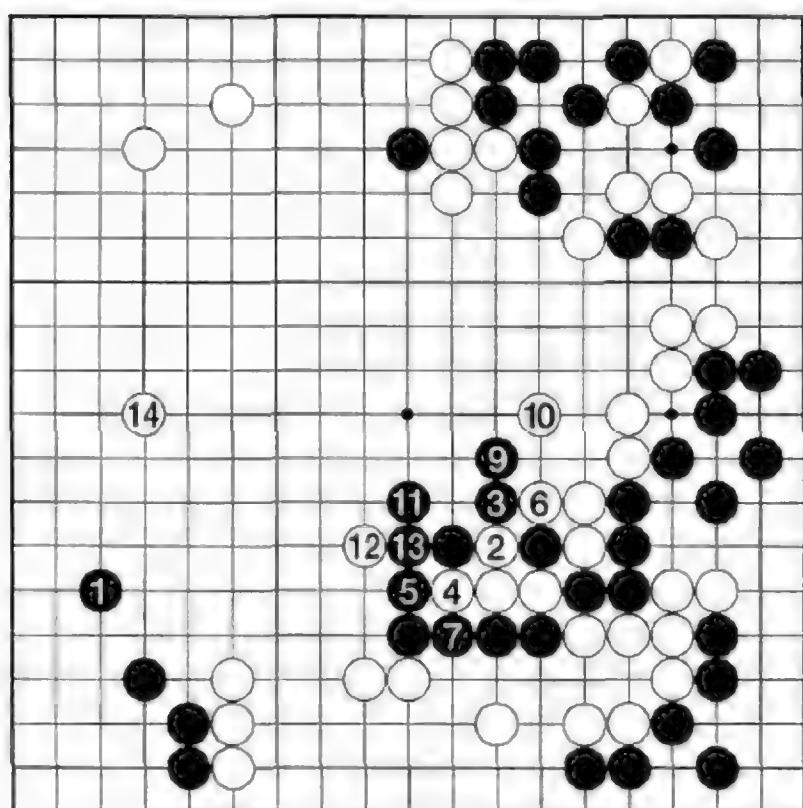


Figure 5 (70-107)

Figure 5 (70-107). Securing the center

With the sequence from White 70 to 74, I was able to strengthen my insecure position at the bottom. Now I was aiming to play at A.



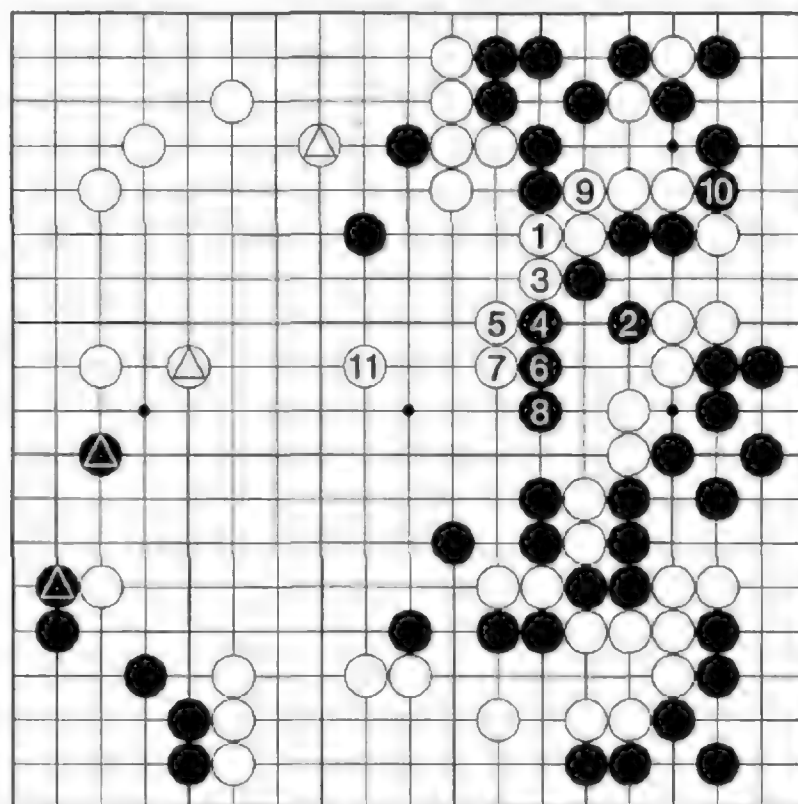
Dia. 7

8: connects (below 6)

After the game, Cho said that he should have defended the corner with 1 in Dia. 7. White would then start to move with 2. Up to Black 11, it is a one-way street, but, with the peep of 12 and the extension to 14, I think that White is a bit better. As long as the center group remains unsettled, it will be a burden on Black. Cho didn't like this sequence either, and that is why I think that he took the time to play a move at 75.

I didn't want to answer Black 79, so I defended the upper left corner with 80. But the correct move was probably to play at 81. Black 81 was very big.

Against Black 85, I wanted to extend to 1 in Dia. 8, but this would result in a big swap with the left side for the right side. If the four marked stones hadn't been exchanged, this would have been satisfactory, but because I had played 82, I would have lost a move. Therefore, I found this sequence unsatisfactory.



Dia. 8

Against Black 101, White 102 is a tactic to take sente. White's position becomes a bit thin around here, but I didn't want to miss this chance.

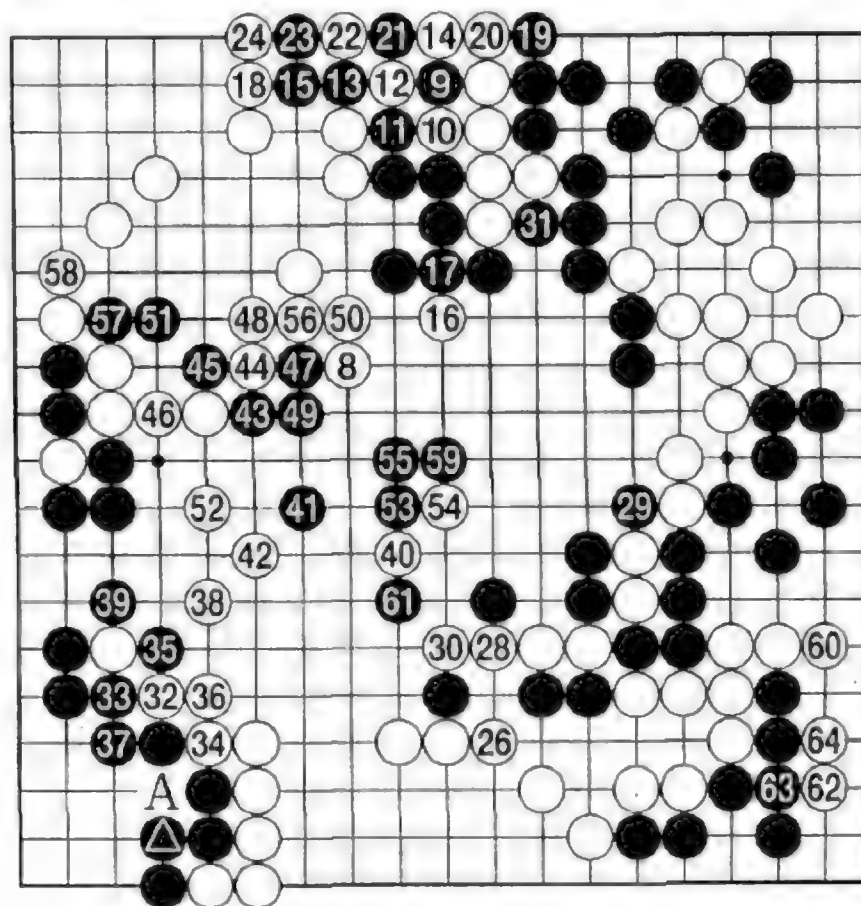


Figure 6 (108-164)

26: takes ko (at 21); 27: takes ko (at 9)

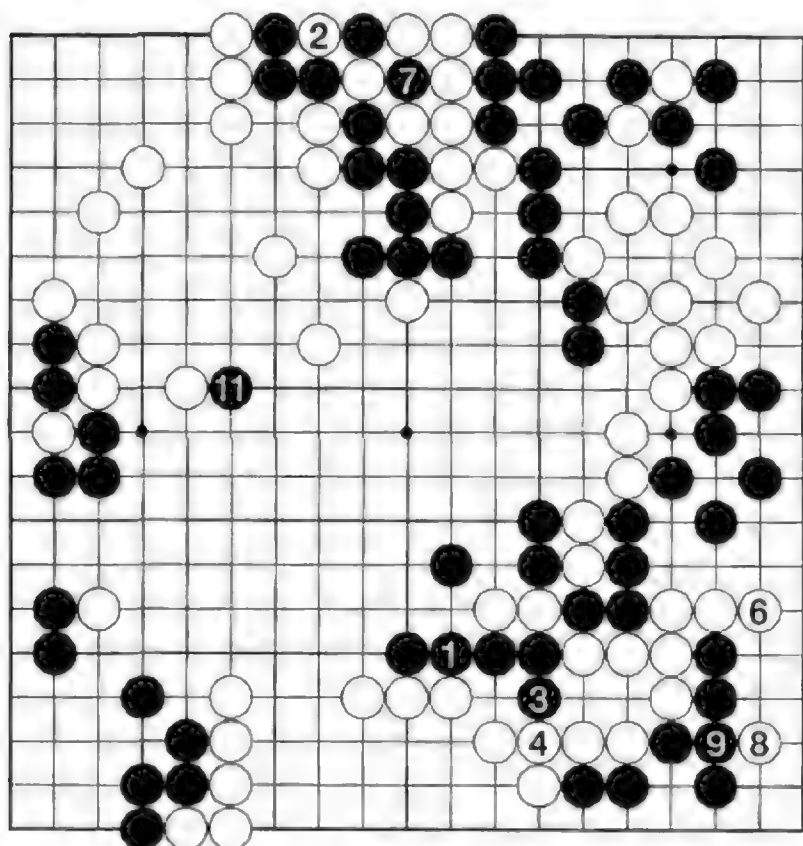
Figure 6 (108-164). The center is the focal point.

Black is thick in the center, but it is hard to tell what will happen. For sure the center is now important.

I had hoped that Black would attach at 9, so I

didn't do anything to prevent this move. In the process of fighting the ko, White played 16. I thought that this was a big move. With it Black's central territory disappeared. This relieved me of at least one worry.

Instead of White 20, I had thought about connecting at 29, but the game would then be close and I didn't have any confidence.



Dia. 9

5: takes ko (right of 2); 10: takes ko (left of 7)

Black 25 starts a big ko, but it is a two-step ko and quite troublesome for Black to resolve.

White 26 was a good ko threat. Black must have been vexed at having to ignore it and to take the ko with 27.

White 28 and 30 were extremely big moves which took territory at the bottom. Moreover, with 32 and 38 I felt confident in the position because my strategy had worked. Black now had no good move.

In retrospect, Black had no choice but to answer White's ko threat (26) with 1 in *Dia. 9* and fight the ko. He has ko threats at 11, so I don't know what would happen after this.

Black should also have played the marked stone (97 in *Figure 5*) at A. In that case, White 32 would not have been a threat. But at that time the left side was not decided and Black was worried about his eye shape.

Cho had made a mistake in not realizing that White could play 64, so he resigned

Black resigns after White 164

From *Monthly Go World*, January 2003. Translated by the editor.

An Interview with Alexandre Dinerchtein

Alexandre Dinerchtein of Russia was recently promoted to the rank of professional 1-dan by the Korean Go Association. Although five western go players have become professionals in Japan over the years, he is the first person to achieve this milestone in the highly competitive world of South Korean go. Below Alexandre talks to Tristan Jones.

Tristan Jones: When did you start to play go?

Alexandre Dinerchtein: I started to play go at the age of 6 in 1986. My father, who was about 10-kyu, explained to me the rules of chess and go. For the first few years I played go solely for fun with my father, taking a 13-stone handicap.

T.J.: How did your father learn go?

A.D.: My father is a computer programmer and his boss was A. Vasilev 5-dan, a former president of the Russian Go Federation, who was the pioneer of go in my city. My father was an active member of the Kazan Go club until 1980, the year I was born.

T.J.: When did you start to study go?

A.D.: When I was 10 my father took me to the go club. It was a small room in the huge building of the Kazan Chess Palace. V. Shikshin 4-dan was my first professional go trainer. He taught me until 1993, the year I became amateur 1-dan.

T.J.: How did you decide to become a professional player?

A.D.: In 1996 the Korean professional player Chun Poong Jho 7-dan met me during a Russian tournament and he very kindly invited Svetlana Shikshina (the daughter of my teacher) and me to become the first foreign inseis in Korea. Chun of-

ten visits our country and he has played a great role in the promotion of Go in Europe and Russia. At the time I was thinking a lot about my future (my parents were hoping that I would become a computer programmer) and finally I decided to go to Korea in 1997.

T.J.: How did you study go in Korea?

A.D.: First of all, I was really surprised at the level of Korean children. Although they were much younger than me, they were already two or three stones stronger (I was already a 5-dan). In Russia I had spent a lot of time studying the games of Kajiwaru Takeo 9-dan and Hashimoto Utau 9-dan. So, my playing style was very original, if I may say so myself! My teachers said that I would have to change my style if I wished to become a top player. It was really painful for me to have to give up all the josekis and fusekis that I had created for myself in Russia. I also promised that I would never use trick plays in tournament games.

I studied at the Heo Chang-heui 8-dan professional school, one of the biggest in Korea, and lived together with his students until 2002, the year I became a professional by a special decision of the Korean Baduk Association.

T.J.: How were your results in tournaments you have played in Korea and Europe?

A.D.: Korean amateur tournaments are much more difficult than in Europe. I won a prize only once in 2000, for second place in the Chonmekbe Cup. I gained much better results in Europe by winning several important tournaments and by becoming European Champion in 1999, 2000 and 2002. My score in the Korean league after becoming pro is 2 wins and 4 losses.

Here are two games which I have played recently in Korea. The commentaries are taken from my web site. Other games, including my commentaries on pro games and the game of the day from KGS, can also be found at this web site.

T.J.: What advice would you give to young players wishing to follow in your footsteps?

A.D.: Even as recently as 5 years ago, it was difficult to become stronger if you stayed in Europe without good sparring partners, but with the development of the Internet this, too, becomes possible. The only thing you can't get is reading ability. So, if you wish to become a top amateur or even professional, you have to pay much more attention to studying life and death.

T.J.: How do you think ordinary amateurs should go about improving their play?

A.D.: Find a top player whose style you like and study all the games you can find by that player. And during your own games, you should think first "How will the opponent play?" rather than "Where will I play?"

T.J.: Whose games would you recommend studying?

A.D.: Rin Kaiho, Yi Ch'ang-ho and Yoda Norimoto for the solid style. Yu Chang-hyeok and Kato Masao for the attacking style.

T.J.: How are you enjoying life in South Korea?

A.D.: For the first year I had problems with the language, food, and Korean customs, but now I feel comfortable. I really like this country.

T.J.: Do you think that you will remain there or do you plan to return to the West sometime in the future?

A.D.: My goal is to become one stone stronger. After I have managed that, I am planning to return to Russia and to start to develop the game in my country together with my friends. I believe that we can produce the first player of professional strength outside Asia.

T.J.: Alexandre, thank you very much for this interview!

Dinerchtein's First Professional Victory

This was my first victory in the Korean Professional League. My opponent was 18-year-old Kim Dae-yun 1-dan, who became a professional in 2002. Of course, he is much stronger than I, but it

was a lightning tournament. This was a bit unlucky for him because I have had a lot of experience in playing blitz.

Dinerchtein's First Professional Victory

Black: Alexandre Dinerchtein 1-dan

White: Kim Dae-youn 1-dan

Komi: 6½ points

Played on January 16, 2003.

Commentary by Alexandre Dinerchtein.

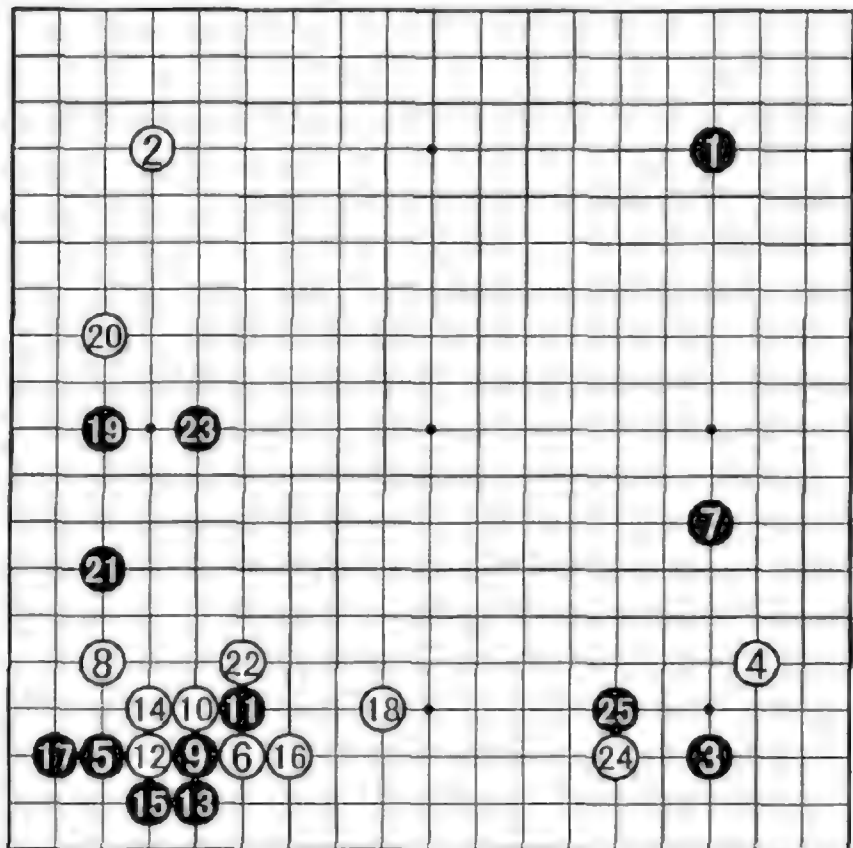
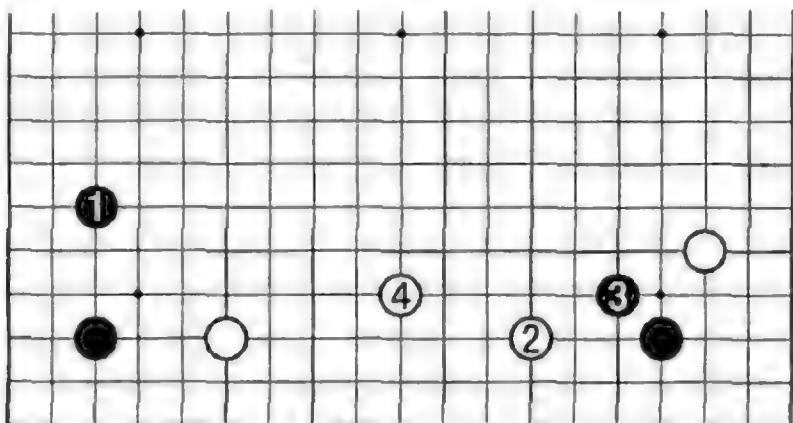


Figure 1 (1-25)

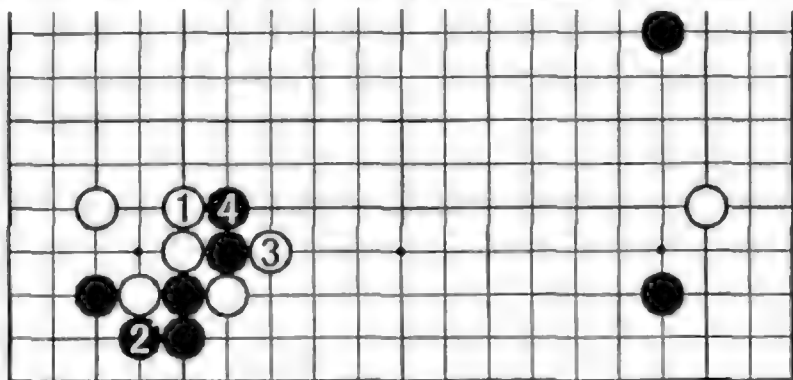
Figure 1 (1-25)

Black 5: Recently, I've been frequently playing the 3-3 point in the opening.



Dia. 1

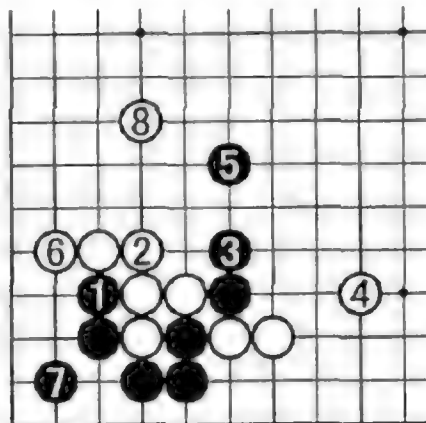
Instead of Black 7, I could answer the approach of White 6 with the extension of Black 1 in *Dia. 1*. The game would probably continue to White 4.



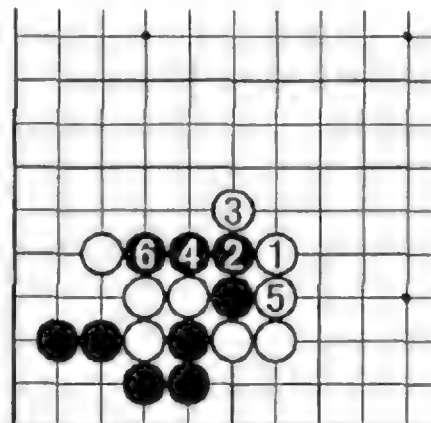
Dia. 2

White 14 is the only move. If the ladder were favorable for White he could extend to 1 in *Dia. 2*. However, in this game the ladder favors Black, so White has no choice but to connect at 14.

Black 17 is a new move. *Dia. 3* shows the usual joseki.

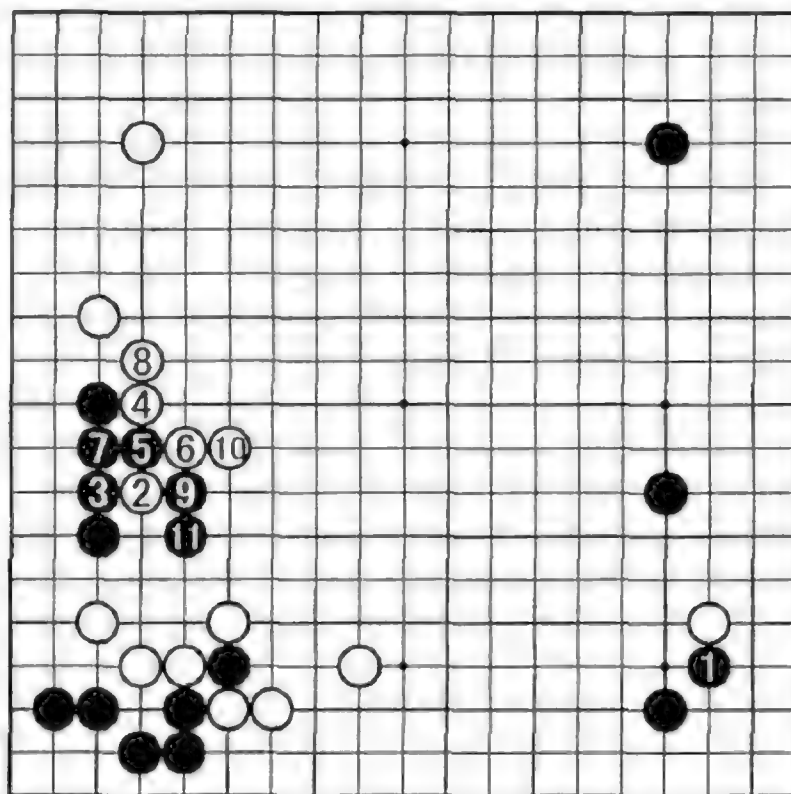


Dia. 3



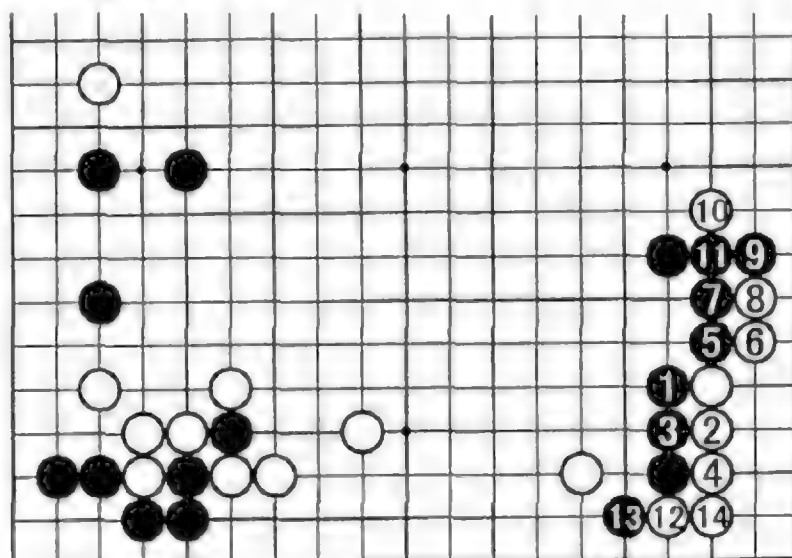
Dia. 4

White 18 was a good move. White can't capture Black 11 by casting a net with 1 in *Dia. 4*. After Black 6, White's position collapses.



Dia. 5

Black 23 is a bit too solid. The diagonal attachment of Black 1 in *Dia. 5* is probably better for Black. If White attacks with 2, Black can live with the sequence to 11.



Dia. 6

Black 25 is a special-case joseki. The usual pattern is shown in *Dia. 6*, but I didn't play it because it is not easy to use the resulting thickness in this position.

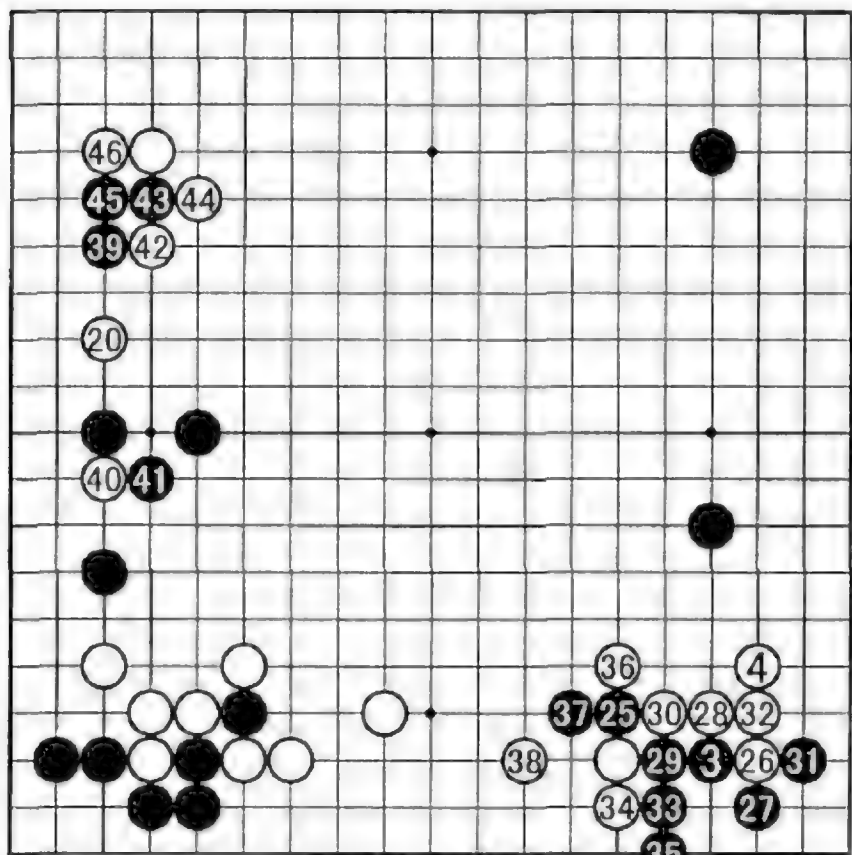
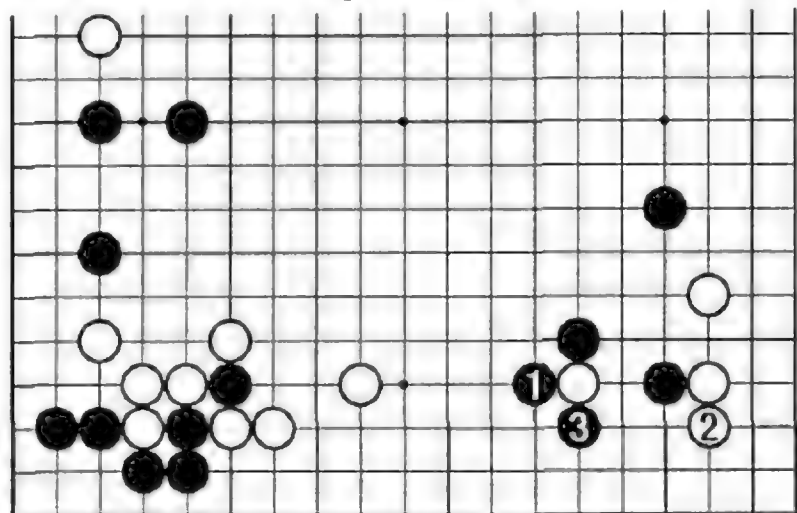


Figure 2 (25-46)

Figure 2 (25-46)

Black 27 is a bad move. It was better for Black to make an exchange with 1 and 3 in *Dia. 7*. Black gives White the corner for a position at the bottom right.



Dia. 7

After 38, White's position is very solid. Black has fallen behind.

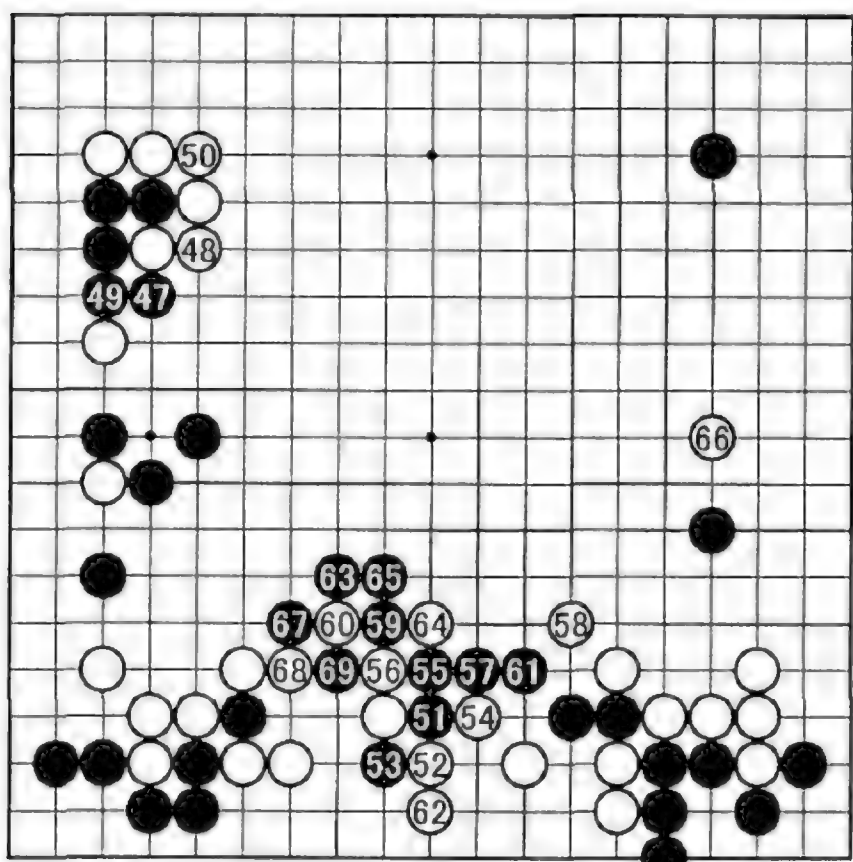
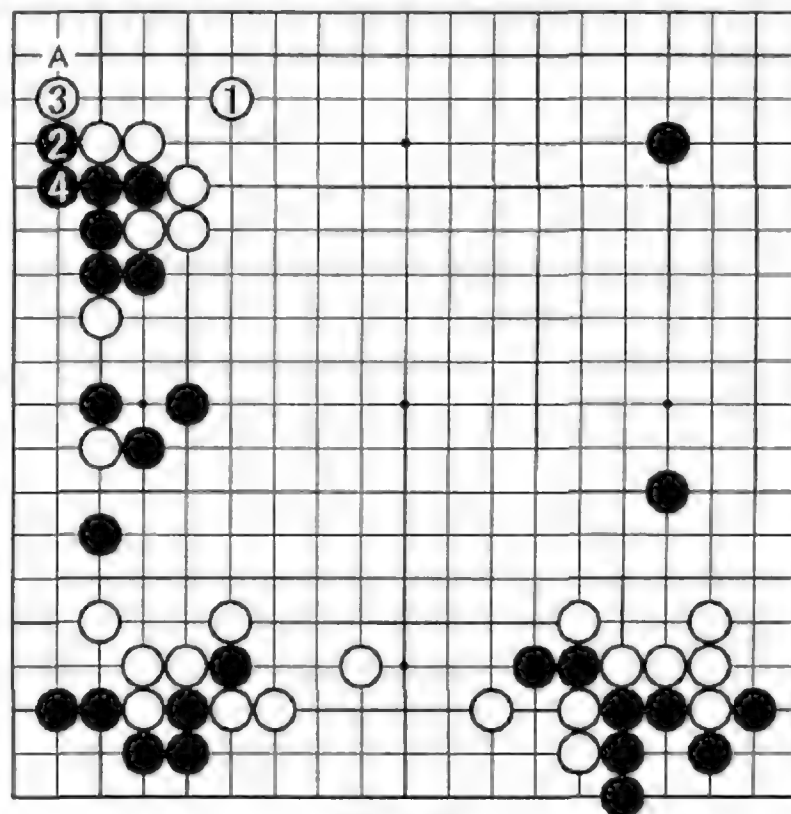


Figure 3 (47-69)

Figure 3 (47-69)

Instead of 50, White could make a knight's connection with 1 in *Dia. 8*, but there is an end-game consideration that he must make. After 4, Black can later aim at the clamp of Black A which is very big. However, with the stone at White 50 in place, this clamp will not necessarily work.



Dia. 8

Black 53 is an interesting idea!

Black 69 is played too early. I lost a ko threat here, but I played it because of time pressure.

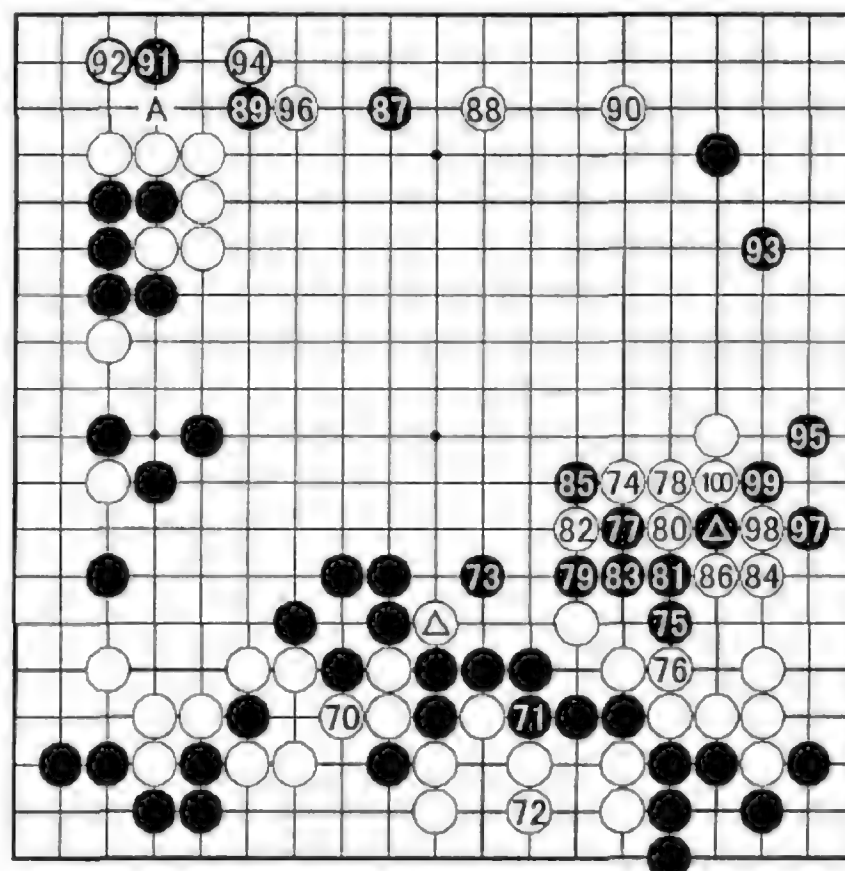


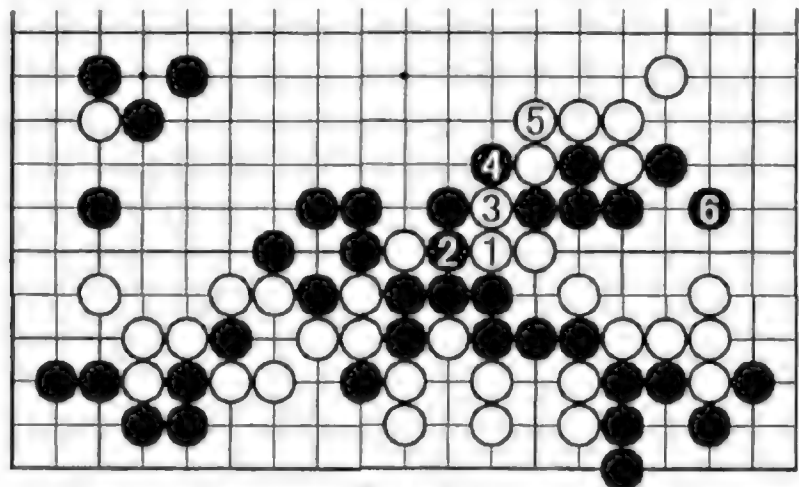
Figure 4 (70-100)

Figure 4 (70-100)

Black 73 was a solid move. I was going to escape with the marked black stone, but it is not easy to fight with the marked white stone cutting Black's stones.

Black attaches with 77. Now I can make something out of this position.

White 84 is the only move. After Black 6 in *Dia. 9*, White can't win the capturing race.



Dia. 9

After White played 86, I was satisfied, but White's position still looks a little bit better.

I missed White 94. It was better for Black to continue with A instead of 93.

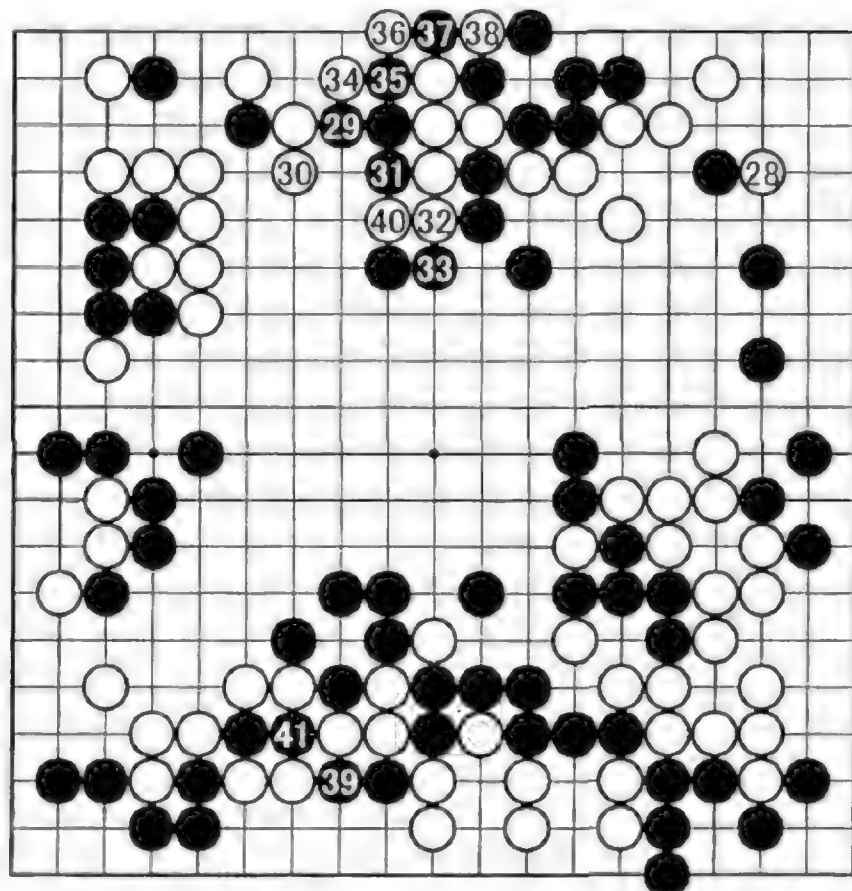
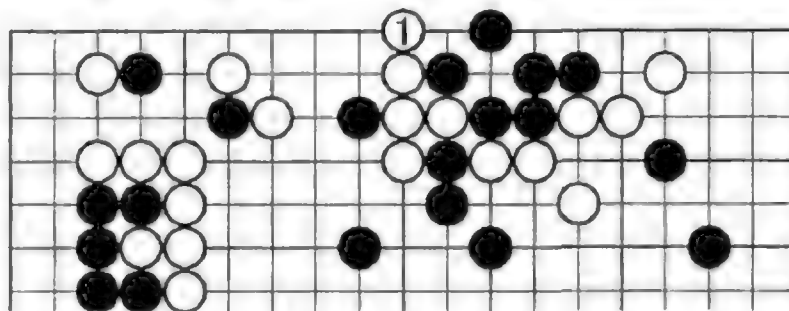


Figure 6 (128-141)

Figure 6 (128-141)

White 28 is too aggressive. White 1 in *Dia. 11* is probably enough.



Dia. 11

Setting up a ko with 37 is a big success for Black.

It was probably better for White to answer Black 39.

I was very happy to kill half of the white group at the bottom with Black 41; there is still a ko at the top.

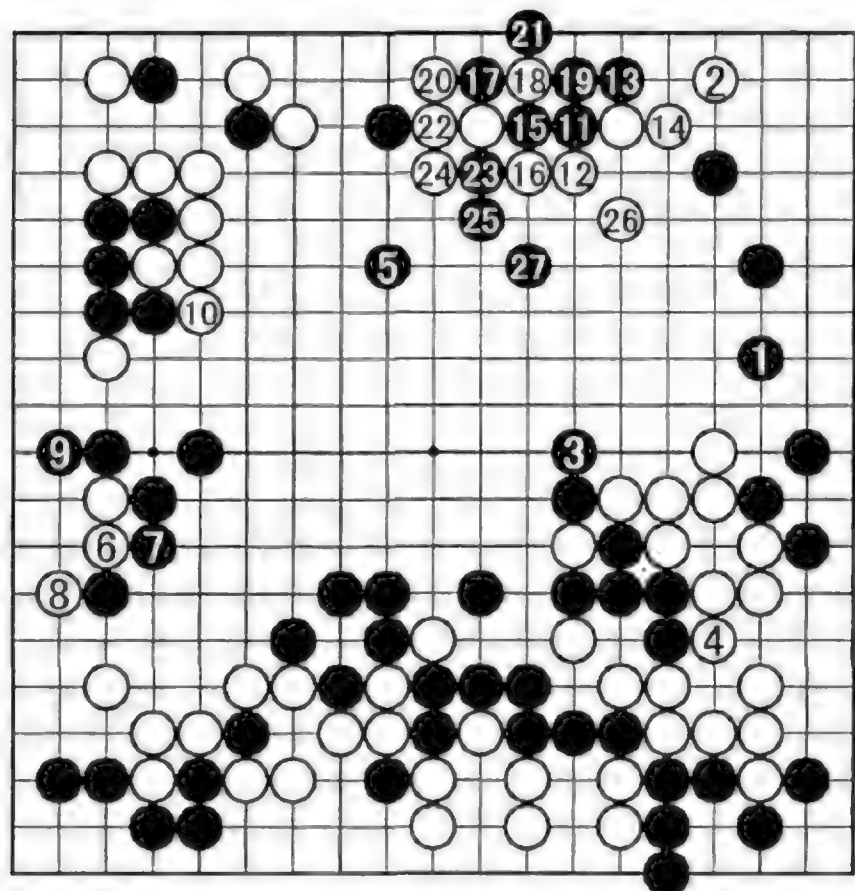
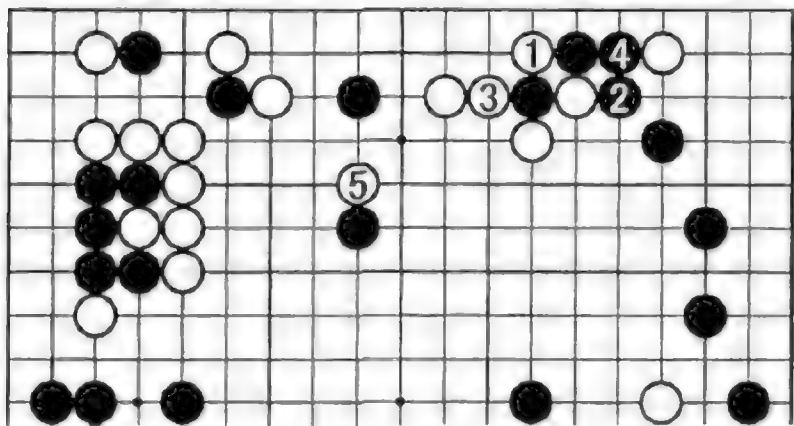


Figure 5 (101-127)

Figure 5 (101-127)

Black 11 is an excellent move!

White 14 is too dangerous! It is easier for White to play the sequence starting with 1 in *Dia. 10*. After 5, White is still leading.



Dia. 10

Black cuts with 23. The game is now very complicated.

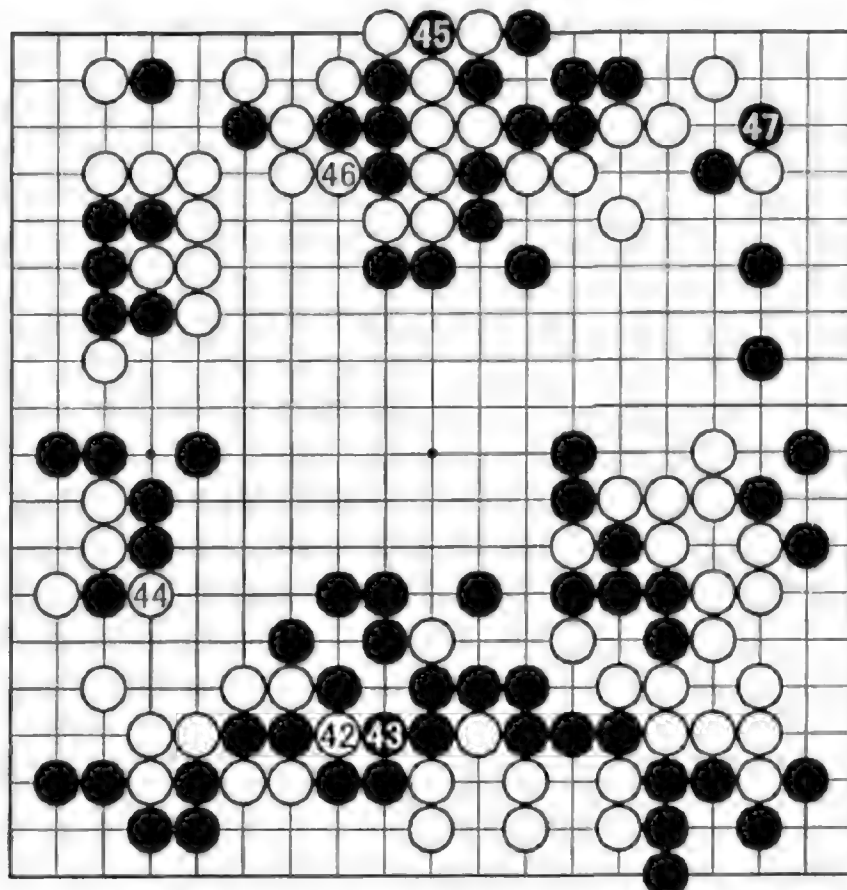


Figure 7 (143-147)

Figure 7 (143–147)

After Black 47, the game became difficult for White. I finally was able to kill a huge group on the right side.

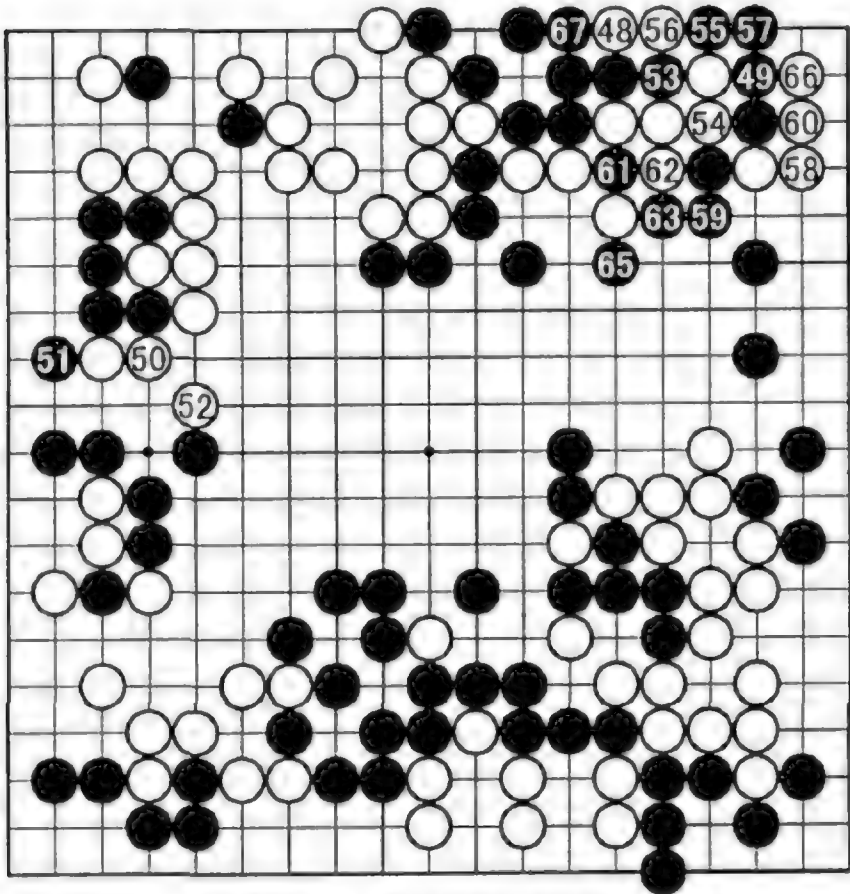


Figure 8 (148–167)

64: at 61

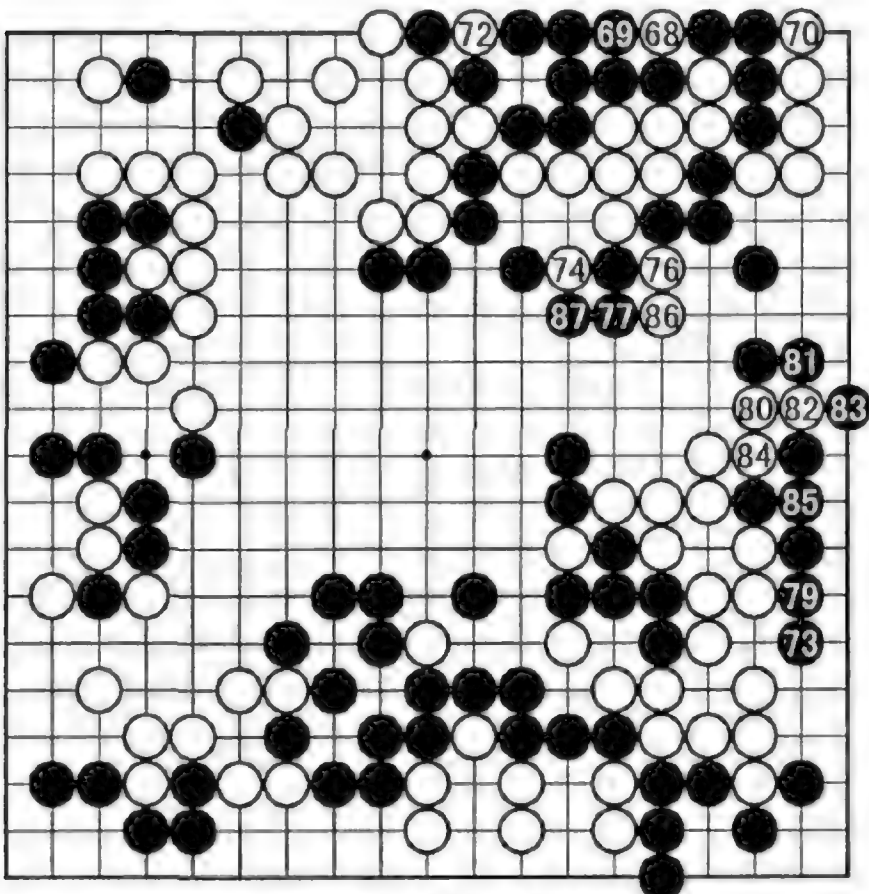


Figure 9 (168–187)

71: at 68; 75: left of 72; 78: at 72

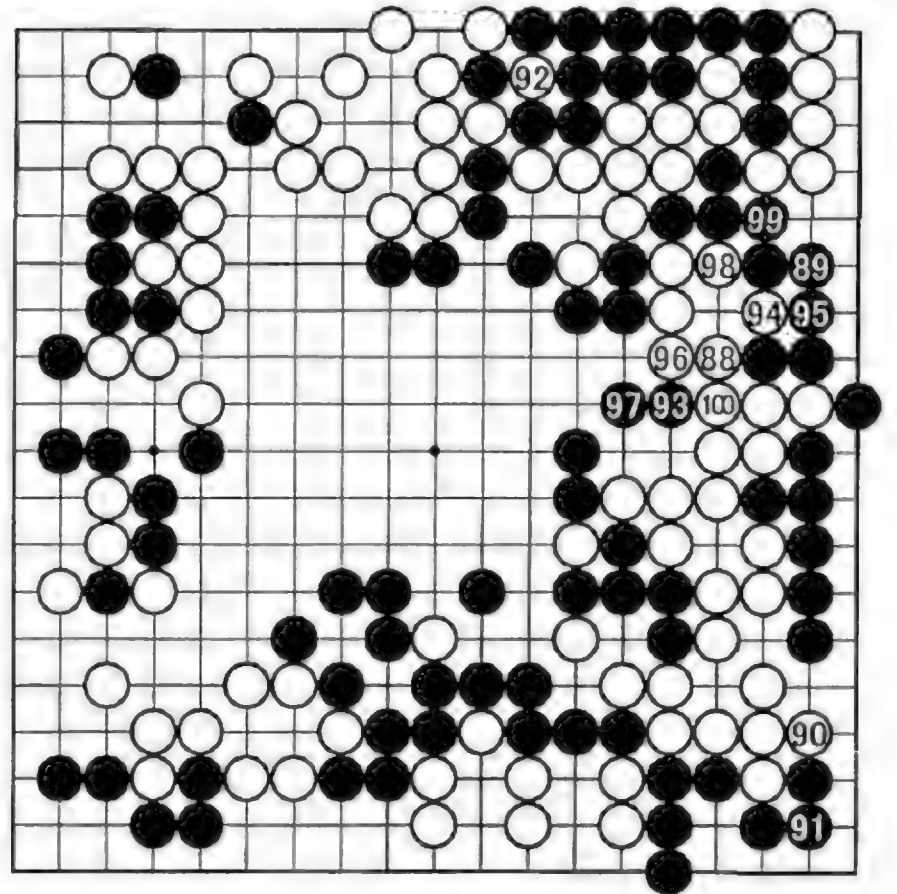


Figure 10 (188–200)

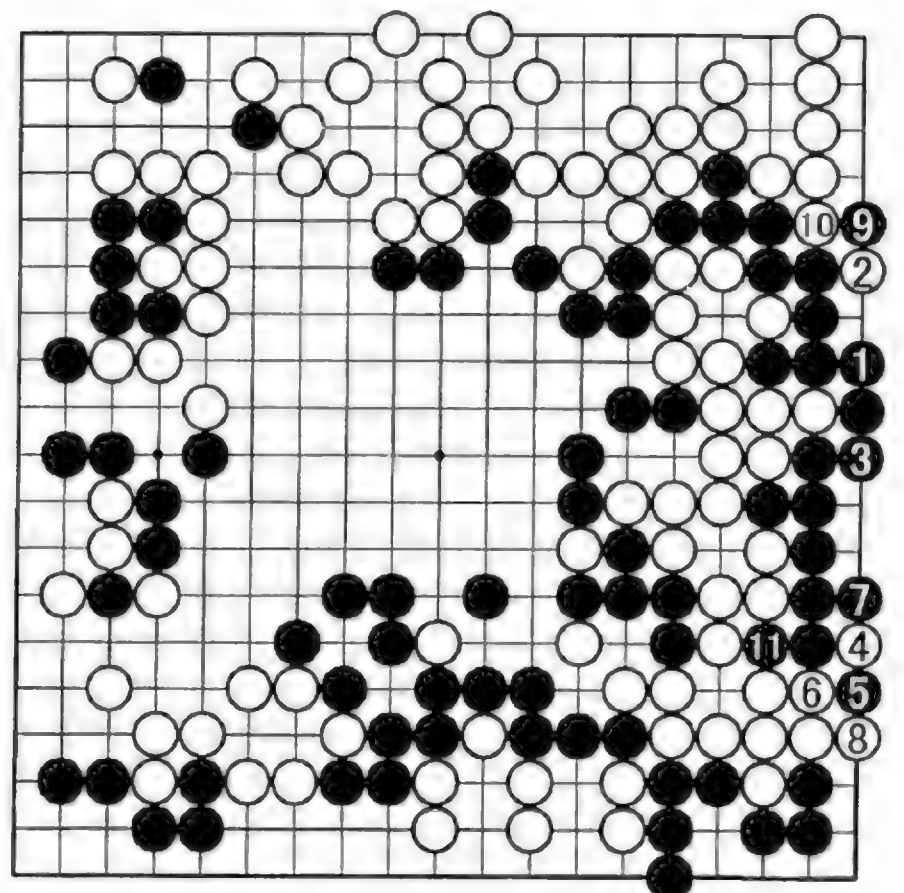


Figure 11 (200–211)

White resign after Black 211.

Other games of Alexandres Dinerchtein can be found at the following URL:

<http://www.go4go.net/english/commentary/index.jsp>

Aguilar's Toyota Cup Triumph

As described in the news section of our previous two issues, Fernando Aguilar of Argentina scored a spectacular triumph in the 1st Toyota & Denso Cup World Go Oza tournament, defeating professional 9-dans in the first and second rounds. This is easily the best performance yet by an amateur player in a world championship.

Below we present his win from the second round. His opponent, Yo Kagen, is by no means a journeyman 9-dan, having played in three successive Honinbo leagues (50th to 52nd), as well as the 22nd Meijin league and the 25th Kisei A league. Nor was he 'ambushed': he must have known that he had to be careful, as Aguilar had already beaten a 9-dan in the first round. Actually, the pressure of playing an amateur, a 'no win' situation for a 9-dan, seems to have adversely affected his play. That's not to take any credit from Aguilar: you have to play pretty well to beat a 9-dan, even one on an off day.

White: Yo Kagen 9-dan

Black: Fernando Aguilar, amateur 6-dan

Komi: 5½; time: 3 hours each

Played on 2 September 2002.

Commentary by Kobayashi Satoru 9-dan.

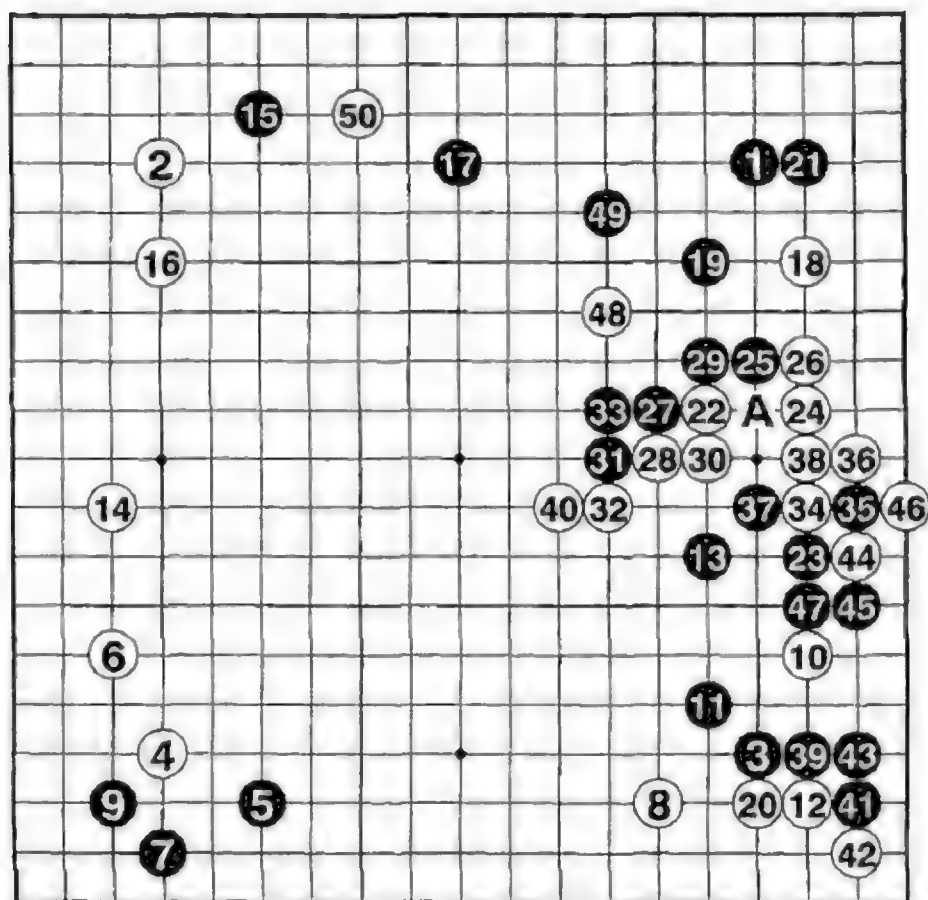
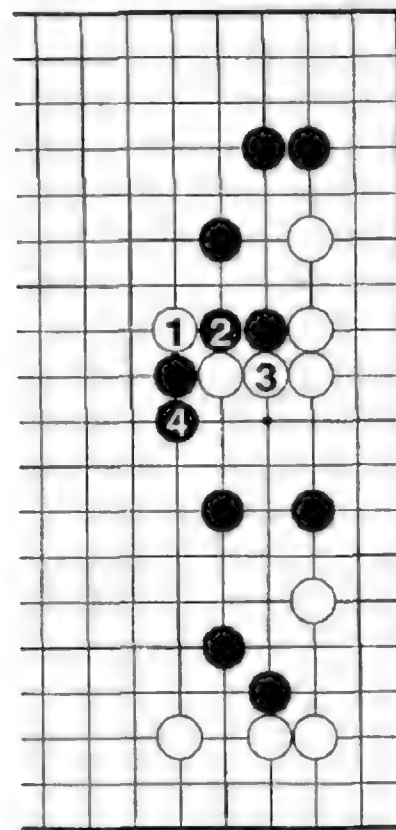
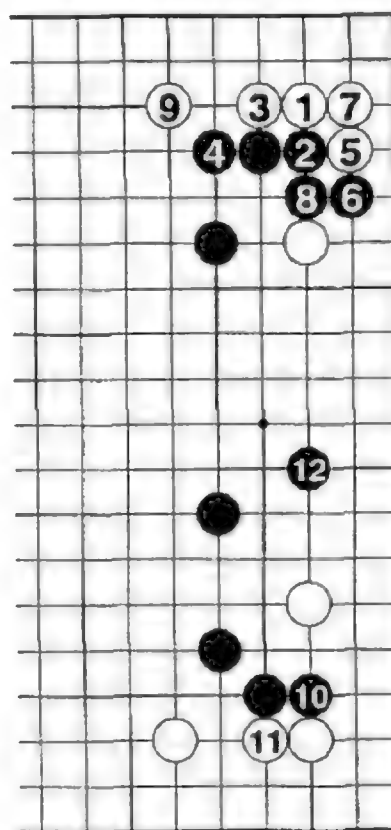


Figure 1 (1-50)

Figure 1 (1-50). A satisfactory start

Black 19 is 'a bold move', in Kobayashi Satoru's words. White's response at 20 is not

good, as 18 becomes a bad move after Black 21. White should have made the usual invasion shown in *Dia. 1*. The result to 12 is reasonable for him.

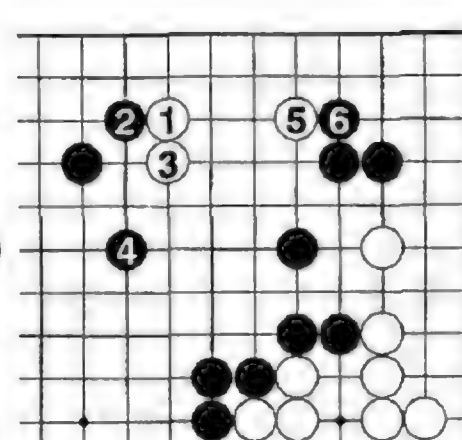
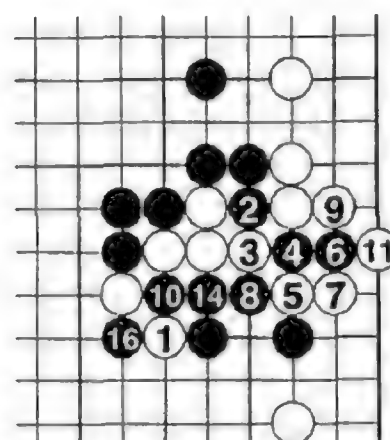


Dia. 1: better for White *Dia. 2: bad for White*

However, Black plays peacefully in answer to White 22, so White ends up getting a reasonable position here with 24.

White 26. Black 27 next is a good move, so White should have played 26 at A.

White 28. Countering with 1 in *Dia. 2* doesn't work well: Black cuts this stone off with 2 and 4. White therefore has little choice about 28, but the two-step hane of 31 builds thickness in the centre. Already the game is 'not interesting for White' (KS).



Dia. 3: White collapses *Dia. 4: aggressive*

White 34 is necessary. If instead White makes the diagonal connection of 1 in *Dia. 3*, Black pushes through and cuts. White collapses in the continuation to 16.

White 48. White could also invade the moyo more deeply, with 1 in *Dia. 4*. The continuation to 6 is probable, after which a fierce fight would follow.

White 50. White is not interested in starting a fight. 'This shows that Yo is trying to play carefully,' commented Kobayashi.

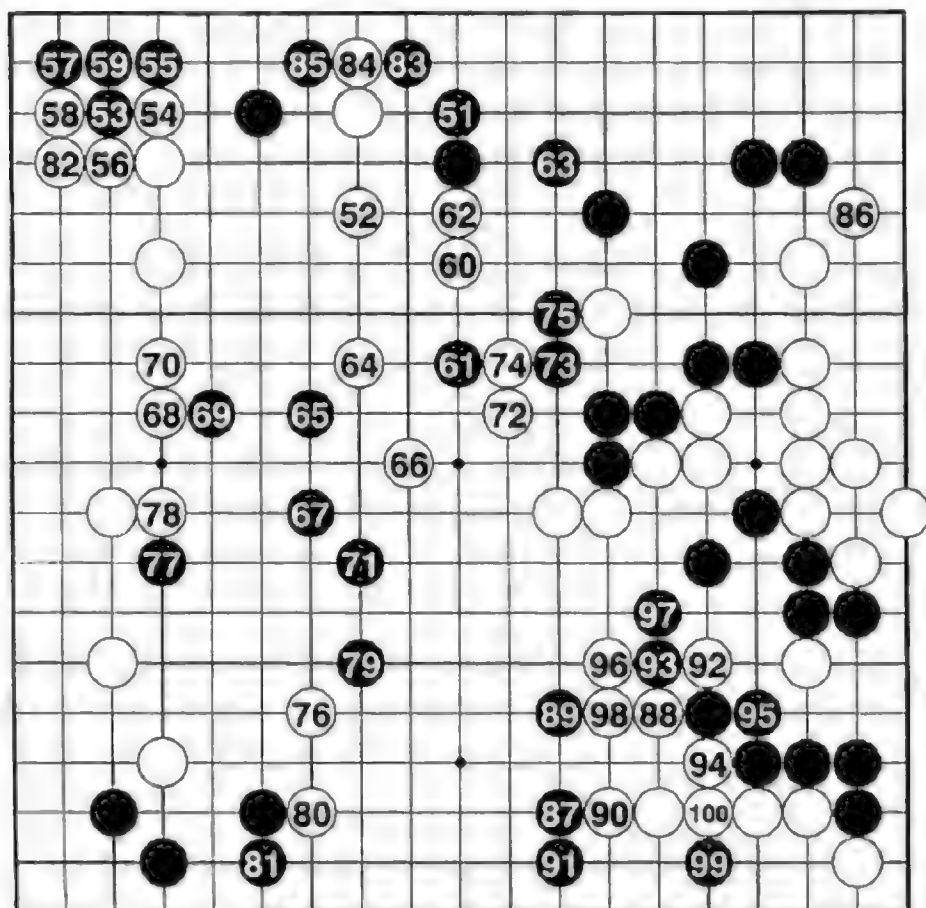
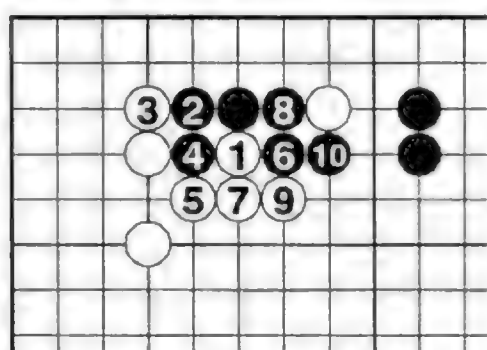


Figure 2 (51-100)



Dia. 5: better for White

Figure 2 (51-100). Black takes the lead.

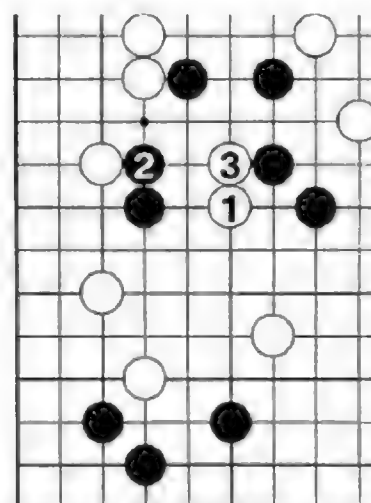
White 52. The proverb *The one-space move is never bad* to the contrary, this move is slack. The territorial balance crumbles when White permits the 3-3 invasion of 53. Instead, White should follow *Dia. 5*, keeping sente up to 10. He could then switch to White 72 in the centre. This would make a difference to both territory and centre influence.

Black 61 is the only move. In this game, Black is the one whose moves are right on target.

White expands his moyo with 64, but Black invades immediately at 65. This is a sharp move. 'Black, with his resolute play, is the only one appearing in a good light,' commented Kobayashi. At this stage, Black already has the lead.

White intercepts with 66, but Black makes shape with 67 to 71.

Black 77. This forcing move is well timed. White answers solidly with 78, but 'threatening Black with 1 and 3 in *Dia. 6* is also possible' (KS).



Dia. 6: putting pressure on Black

Black 83, 85. The correct order of moves.

White 86 is a large endgame move, but it is premature. Ignoring it in favour of switching to 87 shows good judgement on Aguilar's part. In the fighting at the bottom, he again seizes the initiative. Instead of 86, White should have tried 1 in *Dia. 6*, aiming at *yoritsuki* (taking profit by harassing an unsettled group).

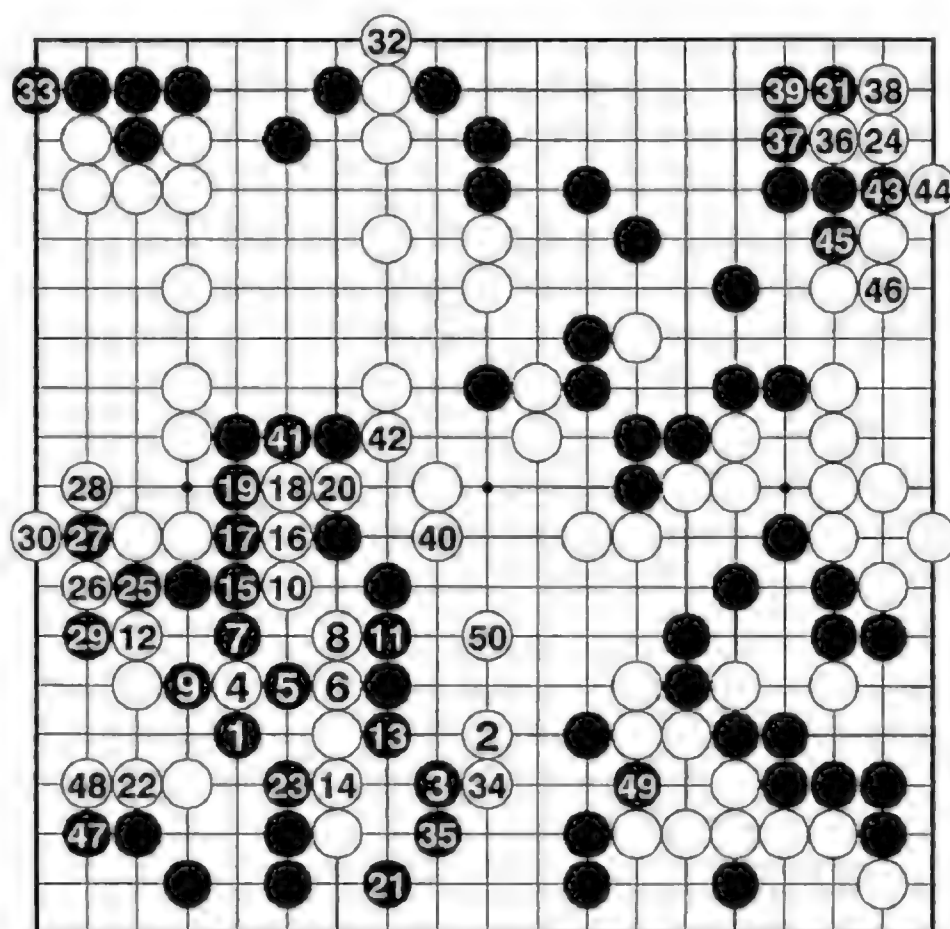


Figure 3 (101-150)

Figure 3 (101-150). A safe lead

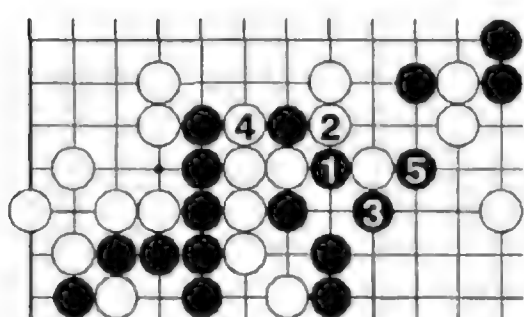
Black keeps the initiative with 1.

White 40 is necessary. White 43 instead would be a big endgame move, but Black can challenge White to a ko as in *Dia. 7* (next page).

When the fight at the bottom comes to a pause with 50, Black has a secure lead of ten points on the board.



Fernando Aguilar has reason to look happy: the best-ever performance by an amateur player in a professional tournament.



Dia. 7: Black's threat

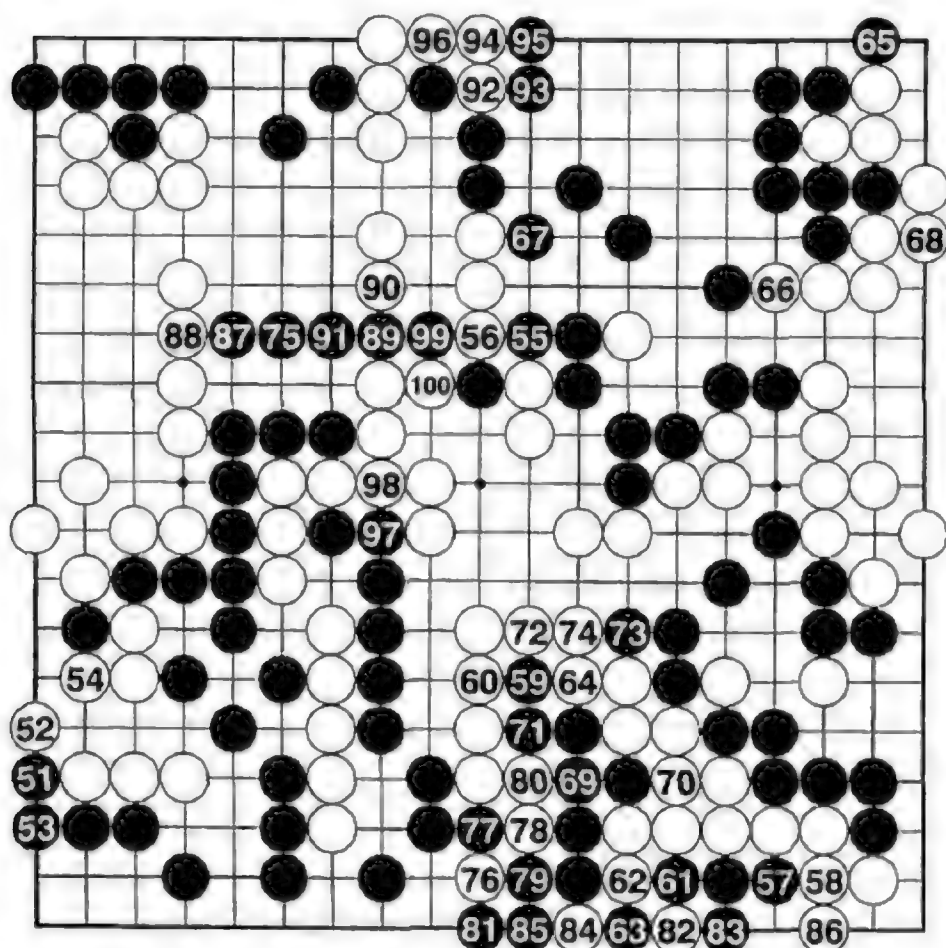
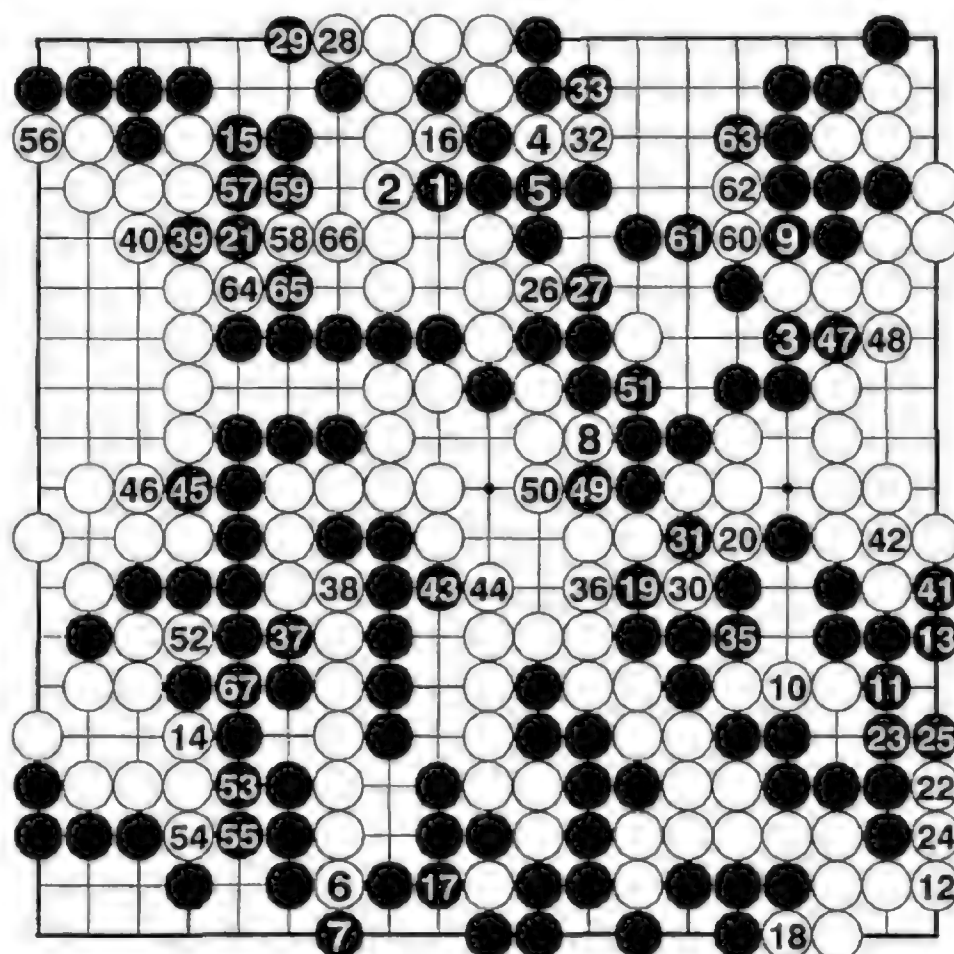


Figure 4 (151-200)

Figure 4 (151-200). Aguilar's only mistake

White 76 is a tesuji, ripping off four stones, but it is not enough to change the result. Black should have played 75 at 76.



*Figure 5 (201-268)
34: ko; 68: at 31*

Figure 5 (201-268). A sterling performance

Hardly any of Aguilar's moves came in for criticism in the above commentary, which shows how well he played. Kobayashi's summing-up: 'As the game record of an amateur, this is a masterpiece he'll remember all his life.'

Black wins by 2½ points.

(Adapted from a commentary in the *Nihon Keizai Shimbun*. Translated by John Power.)

4th Chunlan Cup: Hane vs. Cho Hun-hyeon

As amply testified in the news section of this magazine, Cho Hun-hyeon has dominated the international scene in the opening years of the 21st century. Hane Naoki's win over him in this tournament is therefore a very encouraging sign for the future of Japanese go.

White: Cho Hun-hyeon 9-dan (Korea)

Black: Hane Naoki 9-dan (Japan)

Played in Shenzhen on 26 December 2002.

Commentary by Ishida Yoshio 9-dan. Report by Konishi Taizo 7-dan.

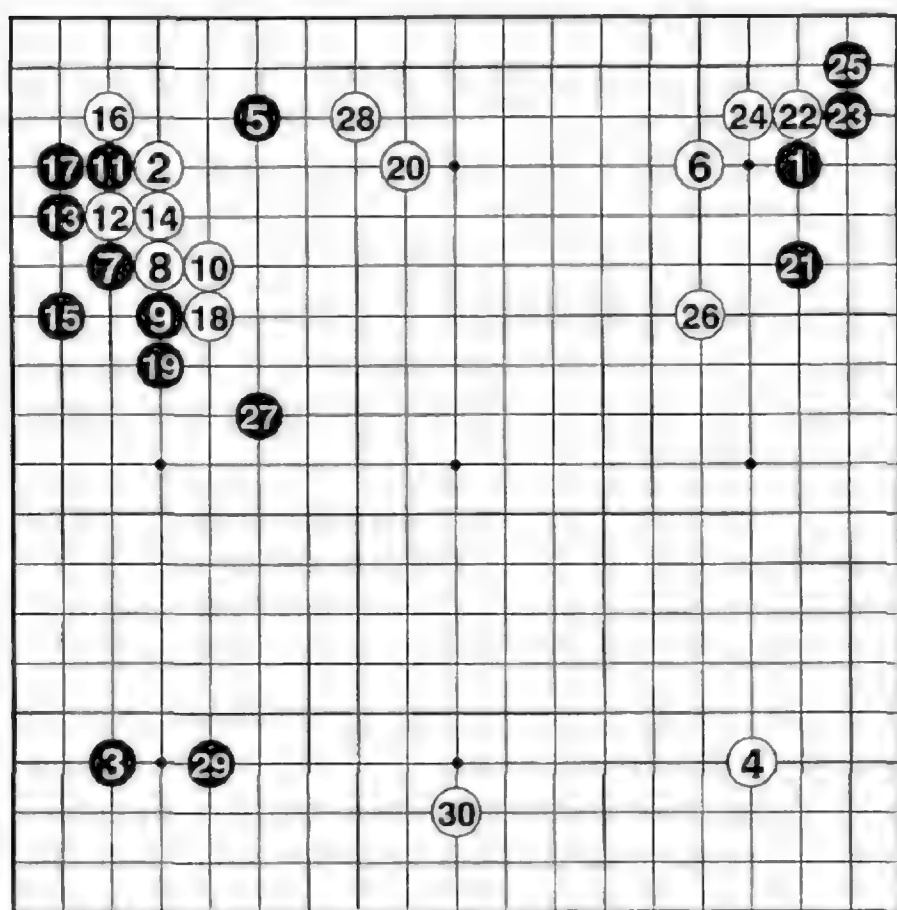
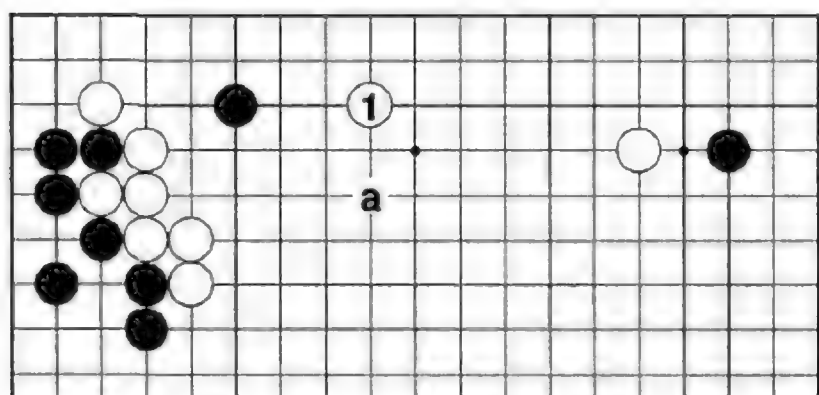
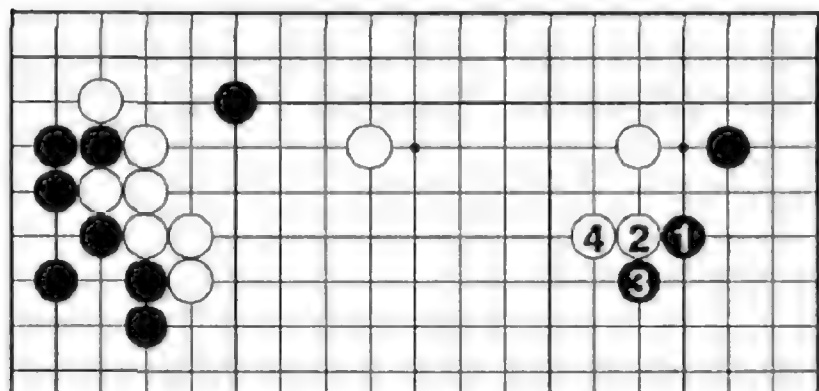


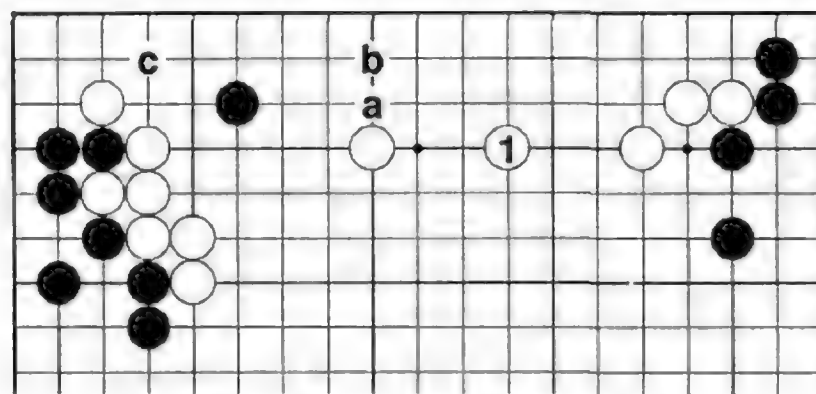
Figure 1 (1-3)



Dia. 1: easy for Black?



Dia. 2: good for White



Dia. 3: too small in scale

Figure 1 (1-30). *Ins and outs of moyo strategy*

Cho Hun-hyeon is an all-round player. He doesn't mind whether he has white or black and he plays the opening with great flexibility. This game is an example.

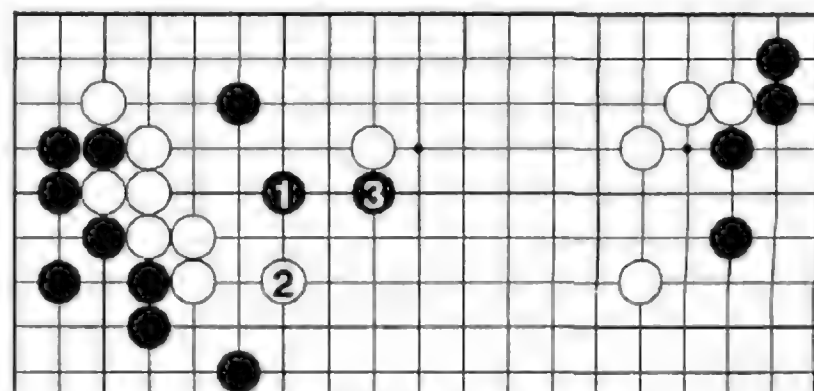
White 20. Ishida: 'This pincer represents a vexing decision. White 1 in *Dia. 1* is more stable, but the prospect of a black reducing move around 'a' is disagreeable. White's attitude when he expands his position with 20 to 26 is: invade wherever you like! Just try reducing me! Kungen* is ready to meet any challenge.'

Black 21 would usually be at 1 in *Dia. 2*, but White will probably expand his moyo with 2 and 4. Black ensconces himself solidly with 21 and aims at dropping a bomb inside White's moyo.

Ishida: 'Expanding the moyo with 26 is how one wants to play here. White 1 in *Dia. 3*, on the contrary, actually makes it easier for Black to start something with 'a' or 'b' [when Black invades, White solidifies his moyo by attacking him, so it's better for Black if the original moyo is not so large in scale]. Black also has scope to play at 'c', so living at the top is easy.'

Black 27 is the meeting point of the two moyos, so it's a good move.

White 28. Ishida: 'An approach move at White 29 would be big, but Black 1 and 3 in *Dia. 4* would be a nuisance. Black 27 makes miai of this diagram and the corner enclosure of 29.'



Dia. 4: trouble for White

* Cho is known in Japan as So Kungen.

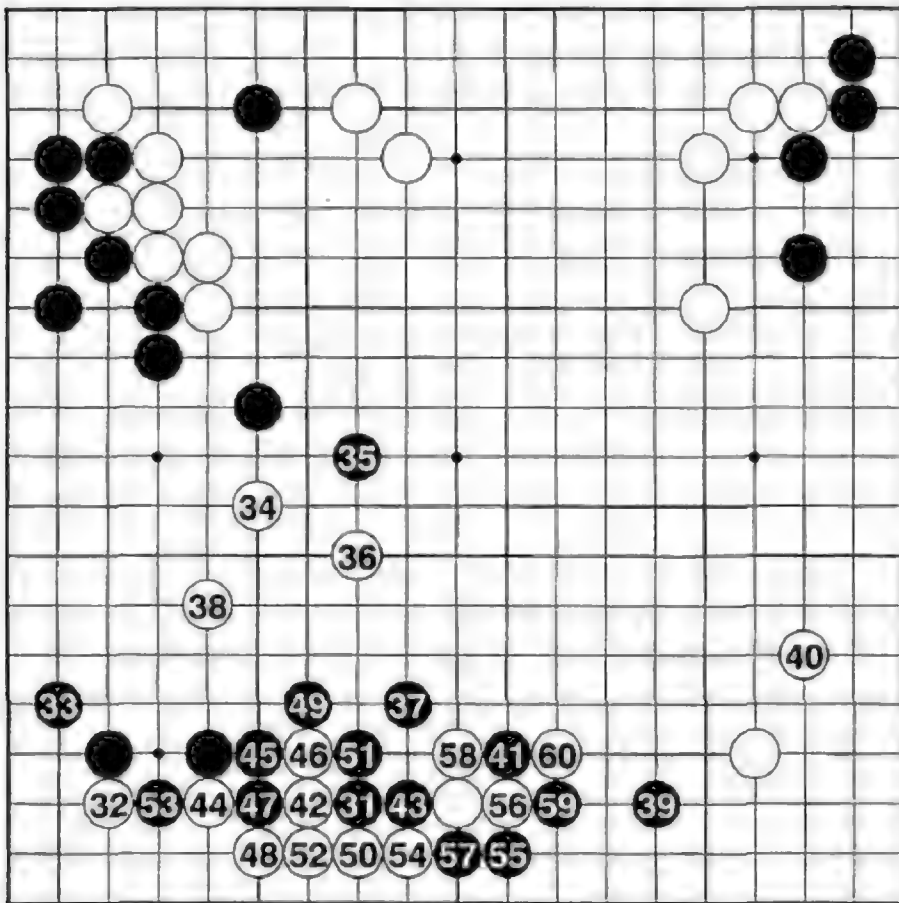
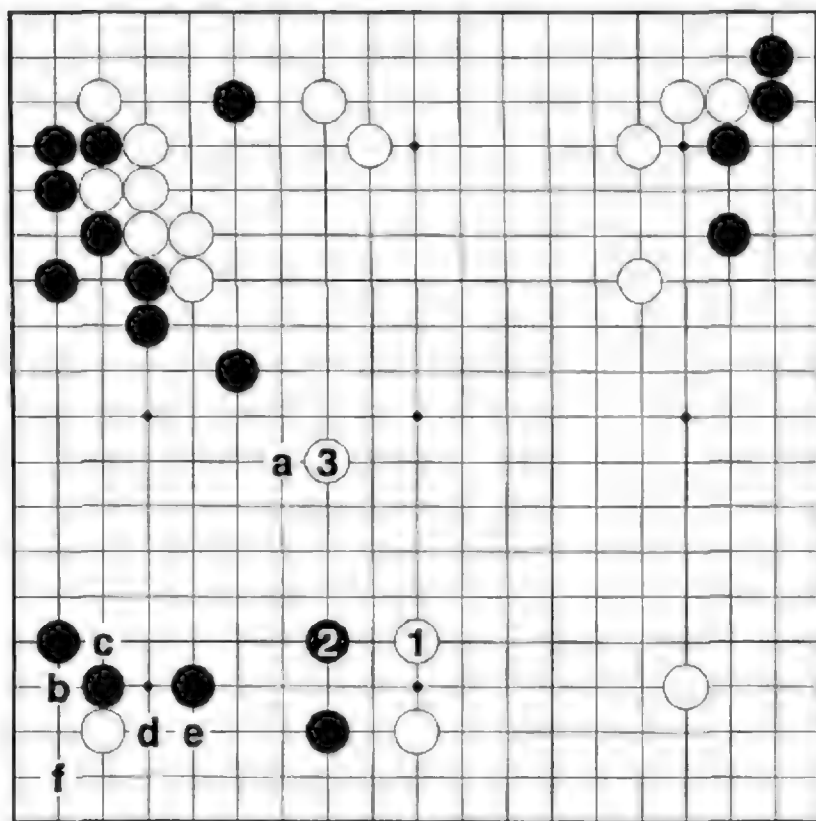


Figure 2 (31-60)



Dia. 5: a more reasonable strategy for White

Figure 2 (31-60). Erratic play by Cho

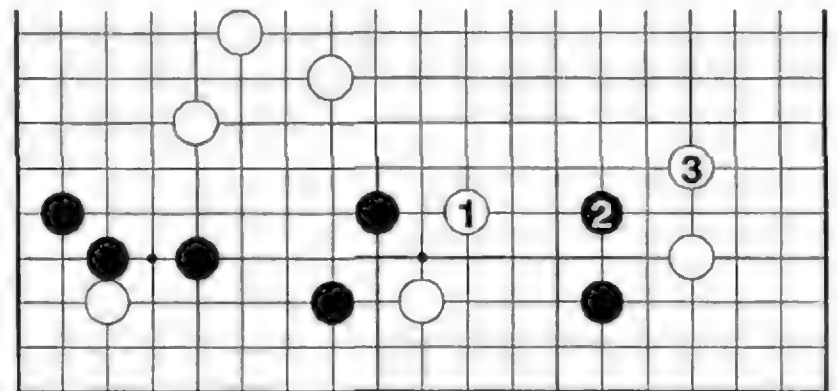
The deep invasion of White 34 is incredibly violent. Ishida: 'No matter how you look at it, this plunges in too deeply. The normal strategy would be to exchange 1 for 2 in Dia. 5, then reduce with a move around 3 (or 'a').' White can get a ko in the corner with White 'b' through 'f' and he's played an extra move at the top, so there's no need for him to play an unreasonable move like 34.

Black naturally launches an attack with 35 and 37. When the game develops like this, it turns out that the 32-33 exchange is a minus for White, as it makes it harder for him to settle the

group above.

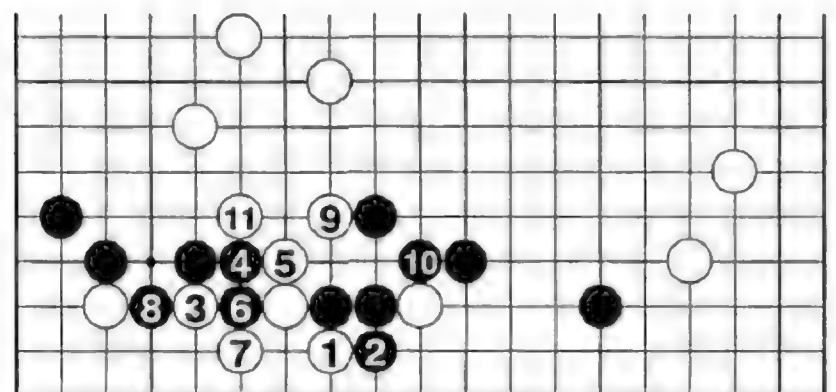
When Black splits White into two on a large scale with 37, he seizes the initiative. With 39, he aims at expanding the attack even further.

White 40. Ishida: 'This is too nonchalant. The shape may be painful, but White won't have any chance of getting back into the game, I believe, unless he sets his stone in motion with 1 in Dia. 6. Nothing good can come out of giving Black a perfect pressing move like 41.'



Dia. 6: White has to go all out

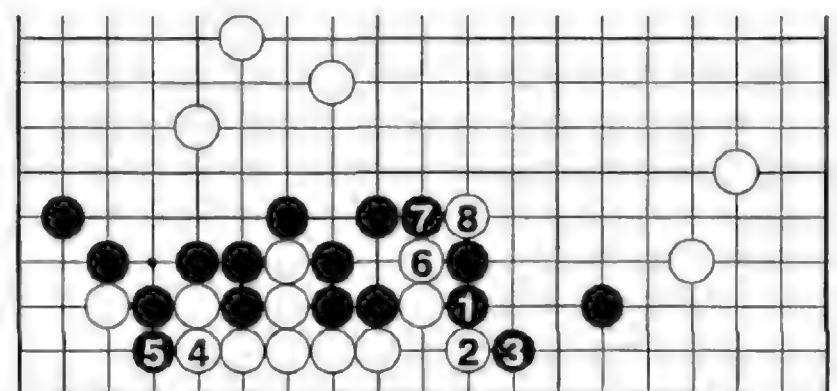
White seeks *sabaki* with 42 on, but Black's answers, starting with 43, are precision itself. He ends up capturing the bottom white group holus-bolus.



Dia. 7: better for White

In their game review, the players looked at the sequence in Dia. 7 for 44. Ishida agreed that this would have been better for White.

Black 53 makes good aji. Black 55 is a calm move. If instead Black plays at 1 in Dia. 8, complications ensue when White slips in the dagger at 8.



Dia. 8: unwelcome complications

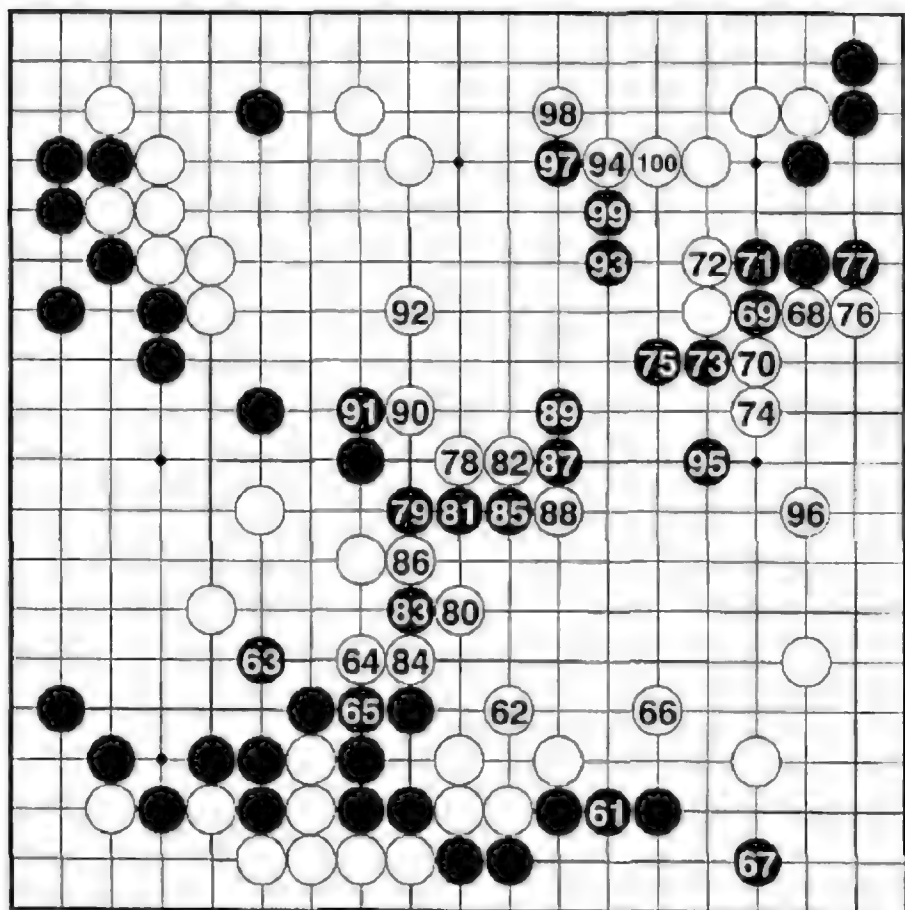
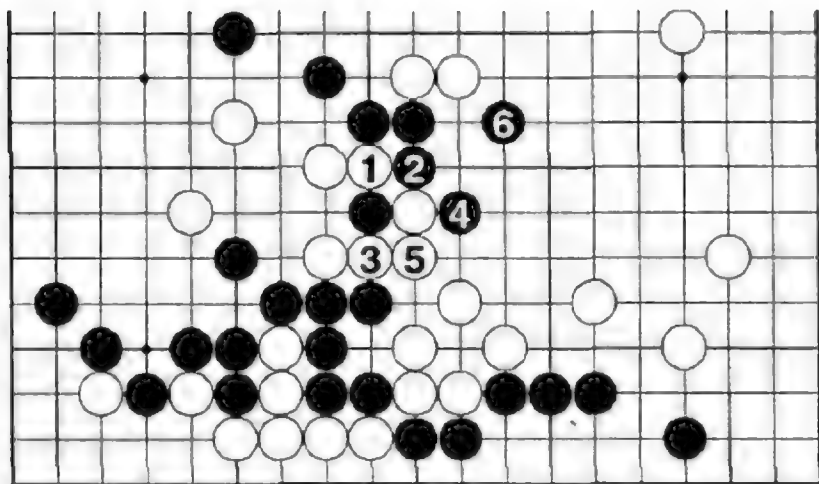
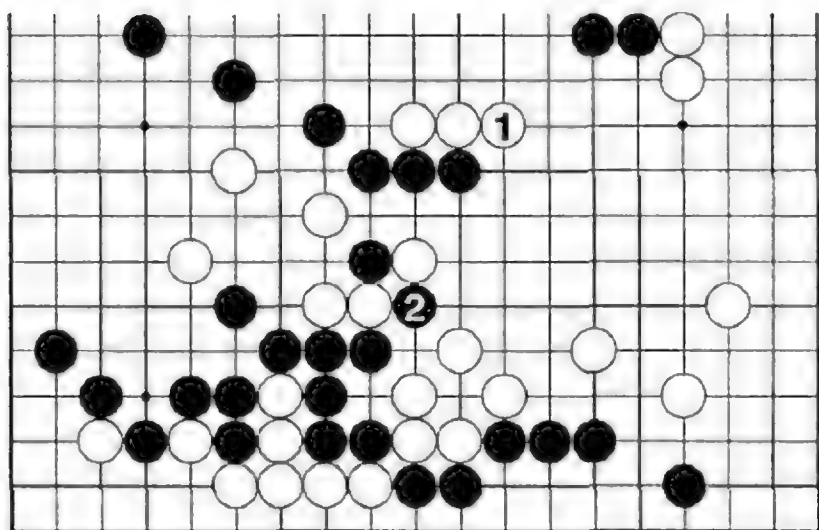


Figure 3 (61-100)



Dia. 9: good for Black



Dia. 10: dangerous for White

Figure 3 (61-100). Black secures the lead.

Black permits a ponnuki at 62, but it is not a particularly effective one. With 63, Black secures the capture of the group. Ishida: 'Kungen must have made a simple oversight. I've never seen him make such a clumsy sabaki before.' White's thinness in the centre still hasn't been fixed up. This result decides the game.

White sets out to secure a large centre with

68. Ishida: 'White is trying to swallow up 73 and 75 while also taking care of his weak group to the bottom left, so he really has his work cut out for him.'

Black 83 is a sharp move. If White answers at 1 in *Dia. 9*, Black 2 and 4 become sente, so Black then plays 6.

White 86. White can't omit this move. He'd love to play 1 in *Dia. 10*, but the group to the left won't survive after Black 2.

Hane doesn't slacken up. After the hane at 87, he sets up camp in the centre. The idea is that if this group gets settled, there'll be nothing left to fight over. Black has sente moves in every direction, so he can easily secure eye shape. This is the quickest path to victory.

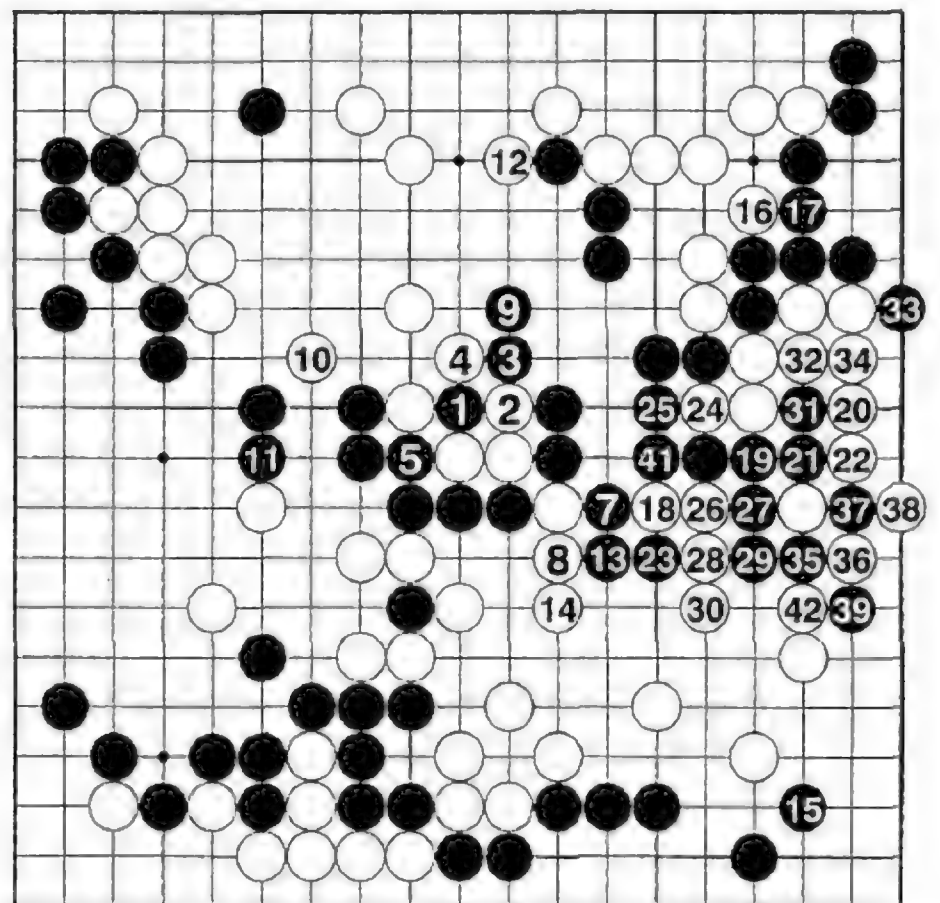


Figure 4 (101-143)

6: connects; 40: ko; 43: ko

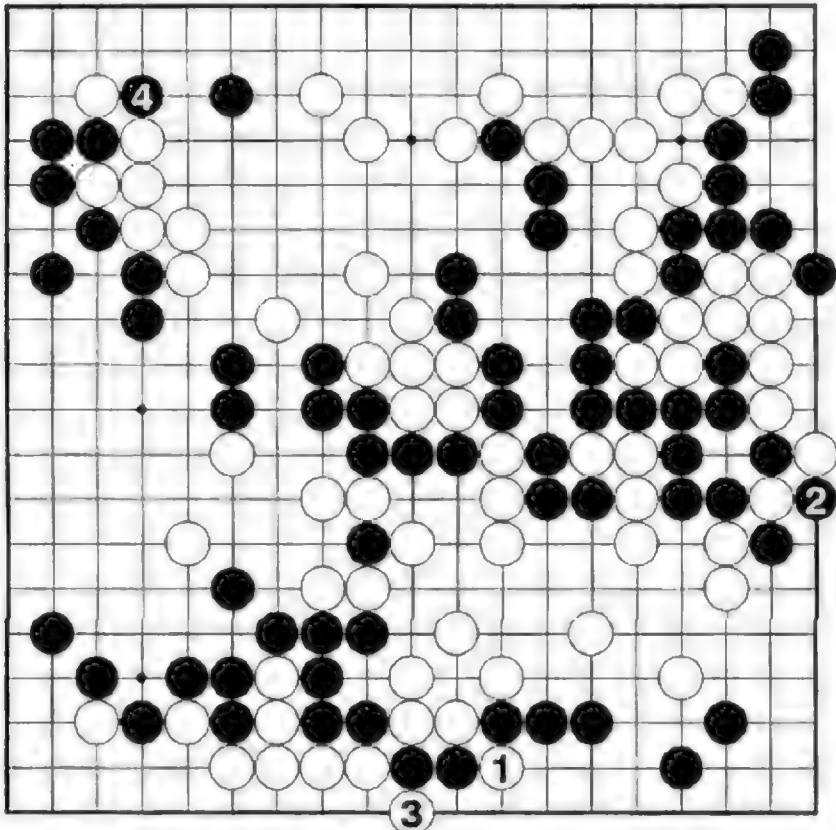
Figure 4 (101-143). The coup de grace

From 1, Black forces with a series of good-style moves, then, after having confirmed that his group is safe, he switches to the bottom right with 15. Black already has more than enough territory, so there's no need to go for more profit, but this is a way of urging the opponent to set himself up for the coup de grace, that is, to prepare to resign.

White 18 is the only way of attacking the eye shape of the centre group, but Black has his counter sequences all read out. White tenaciously resists with a ko with 36 and 38, but Black has already included this in his calculations.

White has no ko threats after 43, so he has to resign. If, for example, he cuts at 1 in *Dia. 11*,

Black ignores him, ending the ko with 2. He then switches to 4 and has a big lead. Actually Black has a lot of adjacent ko threats to live, so he could also answer 1.



Dia. 11: an easy win

Ishida: 'Kungen has resigned himself to defeat way back; he just played the moves in this figure to see what would happen. This was a convincing victory for Hane.

Hane does not yet have the strong individuality of players from an earlier generation like Sakata or Fujisawa Shuko or of contemporary players like Cho Chikun or Takemiya. As seen in this game and the final against Luo Xihe, his opponent self-destructs. Hane's comments after games are always modest, along the lines of, 'I was saved by my opponent's mistake . . . I was lucky.' This way of winning may be Hane's distinctive feature.

Hane's success in this tournament should be a major stimulus to other young players like Yamashita Keigo and Cho U, and also Takao Shinji and Kono Rin. The best is yet to come.

White resigns after Black 143.

(*Monthly Go World*, March 2003. Translated by John Power.)

Go World News (continued from page 12)

Promotions

Here is the last group of promotions by the Oteai system.

To 8-dan: Okada Shin'ichiro, Takao Shinji

To 7-dan: Yamada Takuji, Kim Shujun, Iguchi Hideichiro, Endo Yoshifumi, Kitano Ryo, Mizuma Toshifumi

To 6-dan: Takano Hideki, Cho Riyu

To 5-dan: Sasaki Tsuyoshi

To 3-dan: Ms. Hosaka Mayu, Yamada Shinji

To 2-dan: Mitani Tetsuya

Retirement

Morishima Kaoru 7-dan (as of 30 Nov.)

Hayase Hiroshi 9-dan (as of 31 Jan.)

Name changes

Iguchi Hideichiro to Iguchi Toyohide; Koyama Mitsuru to Koyama Terumi.

Review of 2002

Kido Prizes for 2002

1. Most outstanding player: Kato Masao

Honinbo

2. Outstanding players: O Rissei Kisei and Cho U 7-dan

3. Top woman player: Kobayashi Izumi 5-dan

4. New star: Kono Rin 6-dan

5. International prize: the late Hans Pietsch 6-dan

6. Most wins: Cho U

7. Most games played: Cho U

8. Best winning percentage: Cho U

9. Most successive wins: Kobayashi Satoru (17)

Most wins

Cho U set a new record, beating the old record, set by Hane Naoki in 2001, by six. However, because he didn't lose many games, he failed to break the record for most games played in one year set by Hane (88) in that year.

1. Cho U 7-dan: 70-14

2. Yamashita Keigo 7-dan: 61-17

3. Takao Shinji 7-dan: 54-15

4. Yamada Kimio 8-dan: 45-15

5. Kono Rin 6-dan: 43-16

6. Kim Shujun 7-dan: 42-15

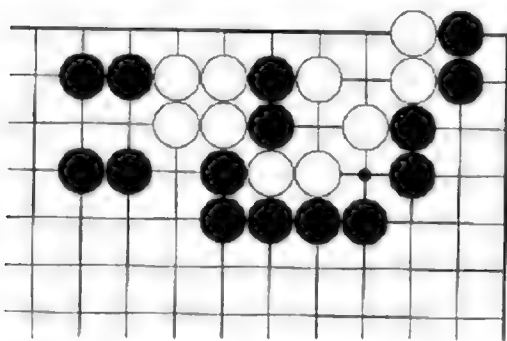
7. Nakano Hironari 9-dan: 41-12

Continued on page 55

Twelve Life-and-Death Problems

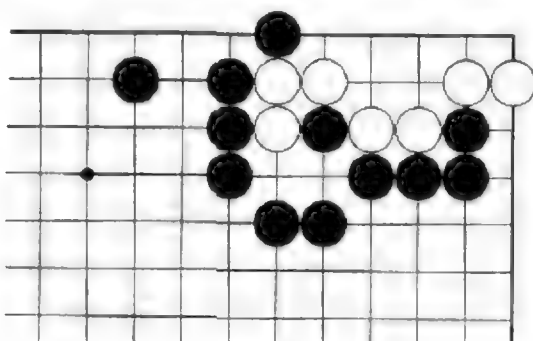
Below are twelve life-and-death problems for low-kyu players. In all problems Black is to kill the white stones. Answers start on the next page.

Problem 1. Black to play



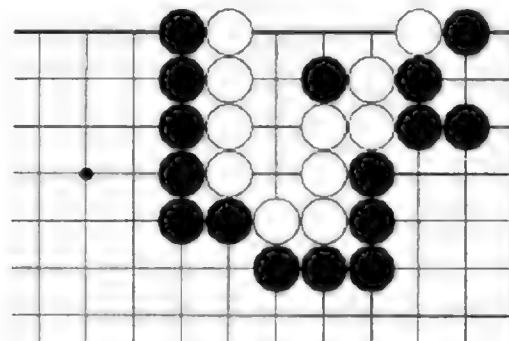
How can Black kill the white stones?

Problem 2. Black to play



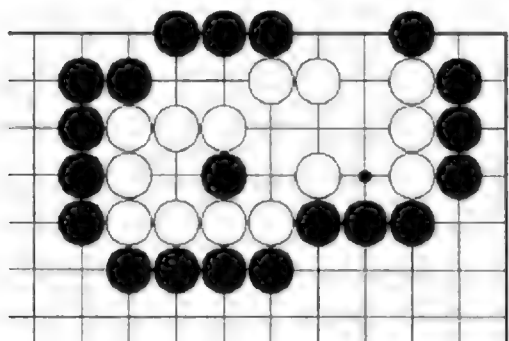
How can Black kill the white stones?

Problem 3. Black to play



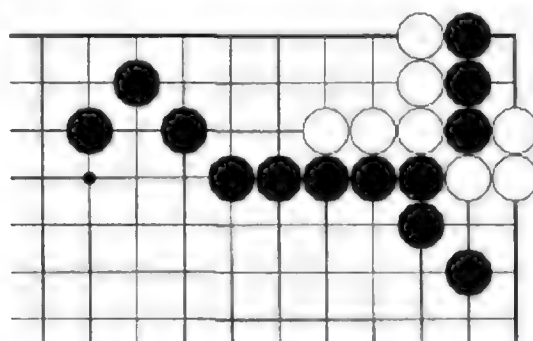
How can Black kill the white stones?

Problem 4. Black to play



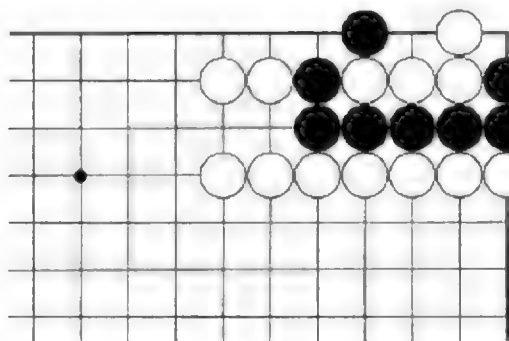
How can Black kill the white stones?

Problem 5. Black to play



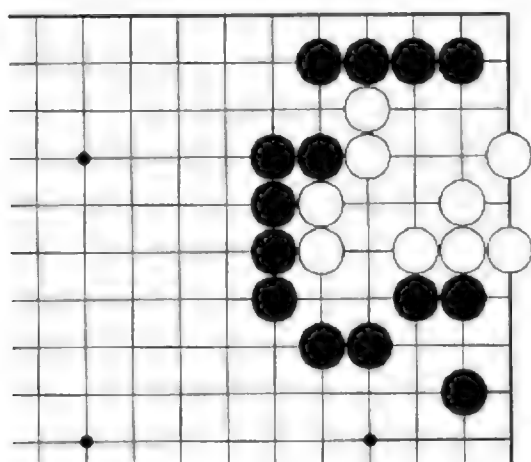
How can Black kill the white stones?

Problem 6. Black to play



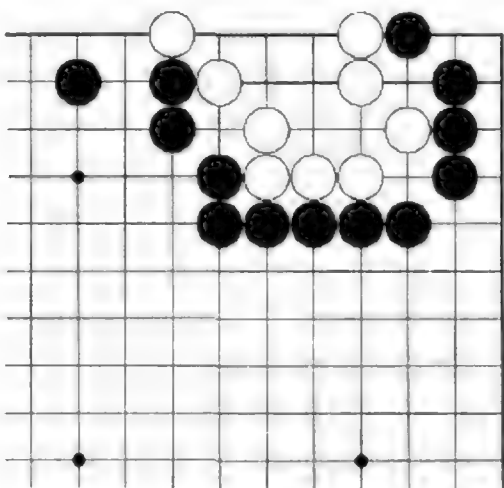
How can Black kill the white stones?

Problem 7. Black to play



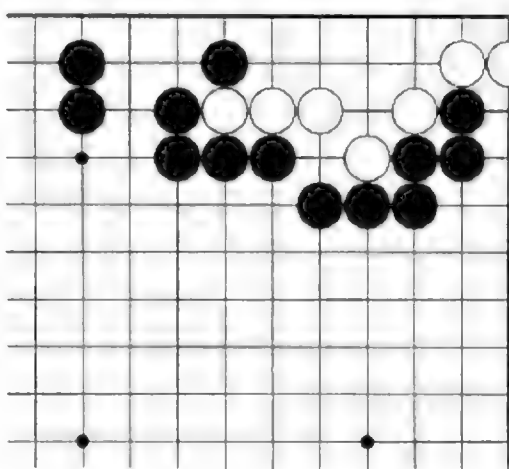
How can Black kill the white stones?

Problem 8. Black to play



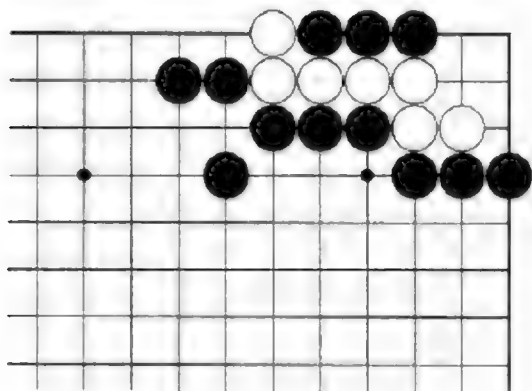
How can Black kill the white stones?

Problem 9. Black to play



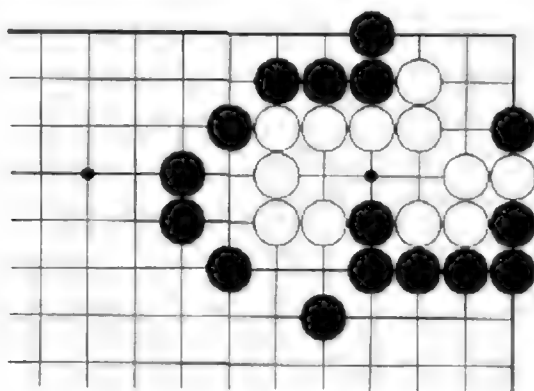
How can Black kill the white stones?

Problem 10. Black to play



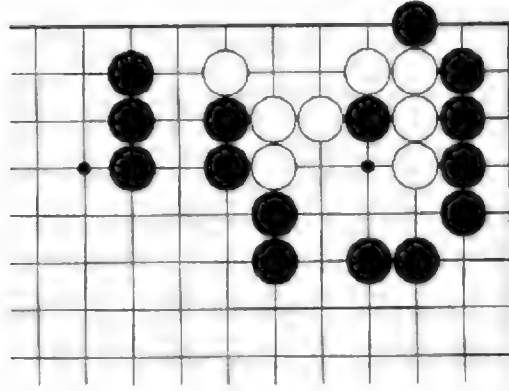
How can Black kill the white stones?

Problem 11. Black to play



How can Black kill the white stones?

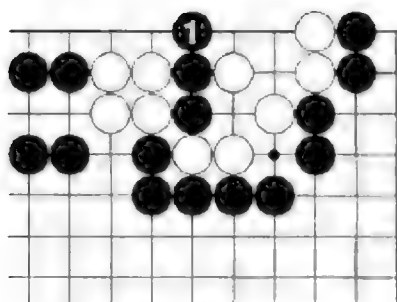
Problem 12. Black to play



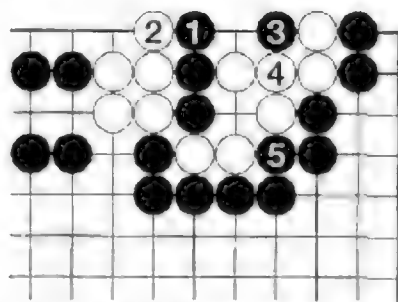
How can Black kill the white stones?

Twelve Life-and-Death Problems: Answers

Problem 1

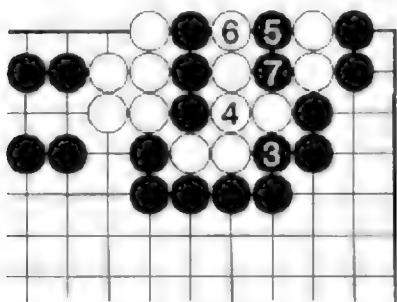


Dia. 1. Correct

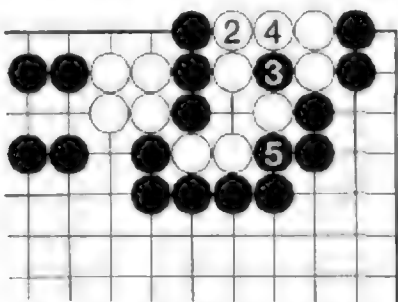


Dia. 2. Continuation

Descending to Black 1 in *Dia. 1* is the tesuji that kills the white stones. If White answers with 2 in *Dia. 2*, Black ataries with 3 and 5. White can't connect because his stones are short of liberties.



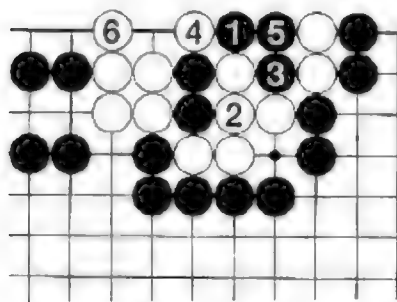
Dia. 3. Failure 1



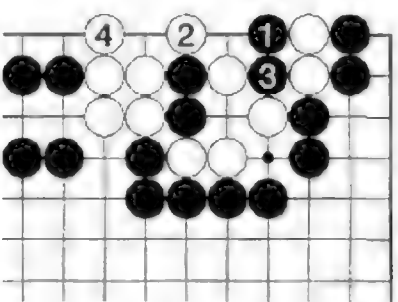
Dia. 4. Variation

Black must not reverse the order of 3 and 5 in *Dia. 2*. If Black plays 3 in *Dia. 3* first, White connects with 4 and captures with 6. After Black captures with 7, White can make two eyes for his remaining stones by playing 8 on the center point of his eye space.

If White answers Black 1 in *Dia. 1* with 2 in *Dia. 4*, Black will throw in a stone with 3. White will capture with 4, but, when Black ataries with 5, again White can't connect because his stones are short of liberties.



Dia. 5. Failure 2



Dia. 6. Failure 3

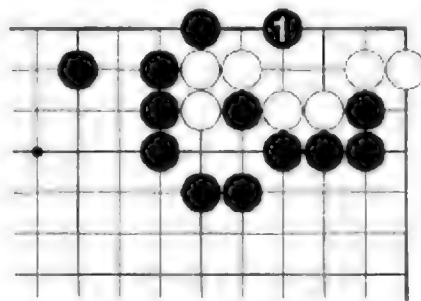
The hane of Black 1 in *Dia. 5* looks like a tesuji. Indeed, Black can capture two stones with 3 and 5, but White can live with the main body of his stones with the sequence to 6.

Black 1 in *Dia. 6* also fails. White ataries with 2, letting Black capture two stones with 3, but he then makes a second eye for his remaining stones with 4.

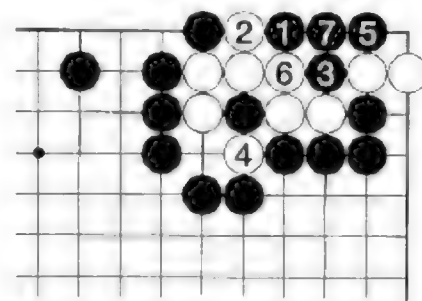
Problem 2

The placement of Black 1 in *Dia. 1* is the tesuji that kills the white stones. If White blocks with 2 in *Dia. 2*,

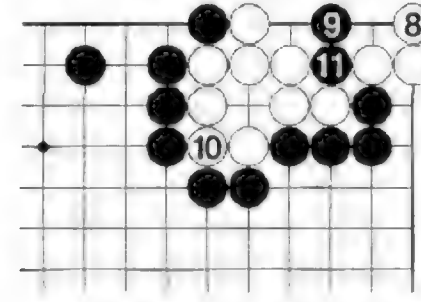
Black cuts with 3, forcing White to capture with 4. Black 5 threatens the two white stones on the right, but, if White ataries with 6, Black connects with 7, making a dead four-point eye space. That is —



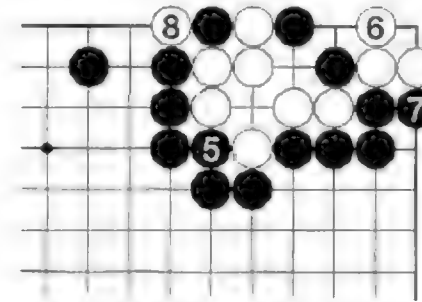
Dia. 1. Correct



Dia. 2. Continuation 1



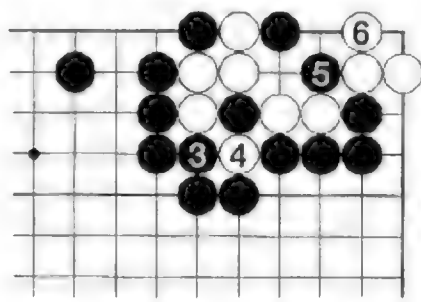
Dia. 3. Continuation 2



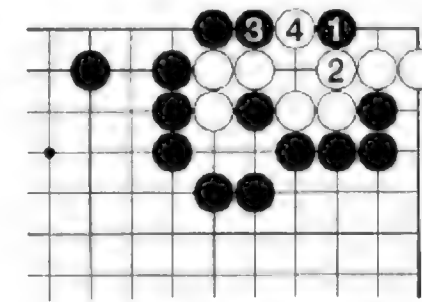
Dia. 4. Failure 1

If White captures with 8 in *Dia. 3*, Black makes a placement at 9. If White makes an eye with 10, Black cuts with 11 and White can't atari the two black stones because his stones are short of liberties.

If Black answers White 4 in *Dia. 2* with 5 in *Dia. 4*, White will play 6 and 8, and White can fight a ko to make life for his stones. This is a failure for Black.



Dia. 5. Failure 2

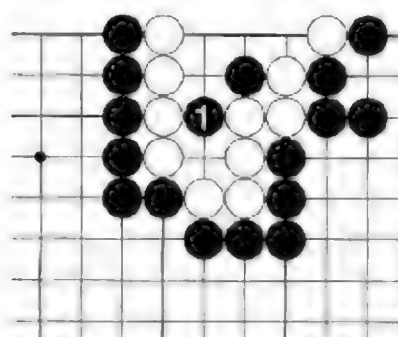


Dia. 6. Failure 3

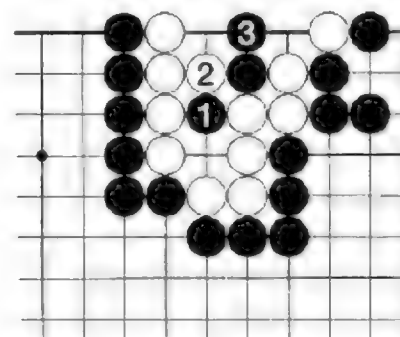
If Black answers White 2 in *Dia. 2* with the atari of 3 in *Dia. 5*, White plays 4 and 6, and Black can't avoid fighting a ko for the white stones.

If Black makes a placement with 1 in *Dia. 6*, White can get a ko with 2 and 4. If White 2 at 4, Black will atari at 2 and the white stones are dead.

Problem 3

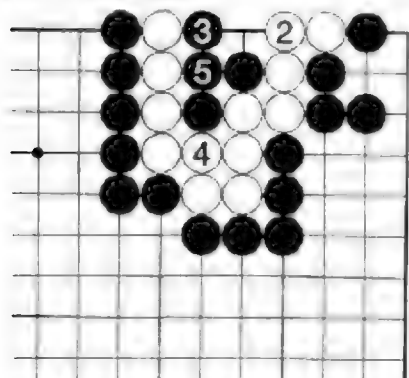


Dia. 1. Correct

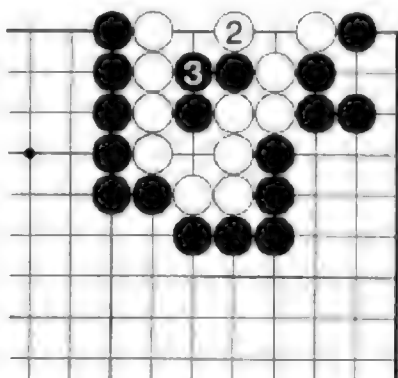


Dia. 2. Continuation

Wedging in with Black 1 in *Dia. 1* is the tesuji that kills the white stones. If White cuts with 2 in *Dia. 2*, Black descends to 3 and the white stones are dead. White can't prevent the capture of his stone on the edge because his other stones are short of liberties.



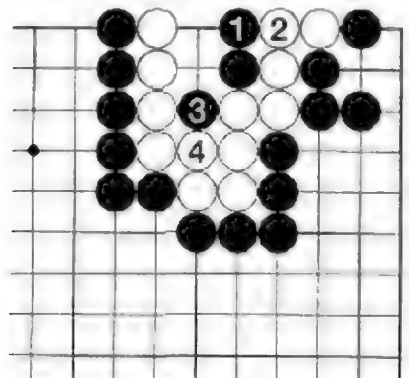
Dia. 3. Variation 1



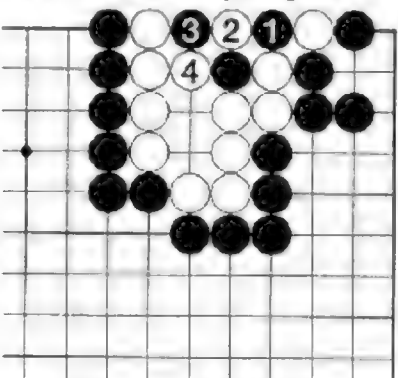
Dia. 4. Variation 2

If White connects with 2 in *Dia. 3*, Black will make the diagonal attachment of 3. If White ataries with 4, Black connects with 5, leaving White with a dead four-point eye space.

If White ataries with 2 in *Dia. 4*, Black connects with 3 and White is again left with a dead eye space.



Dia. 5. Failure 1

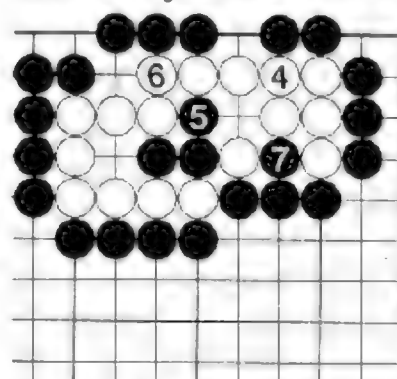


Dia. 6. Failure 2

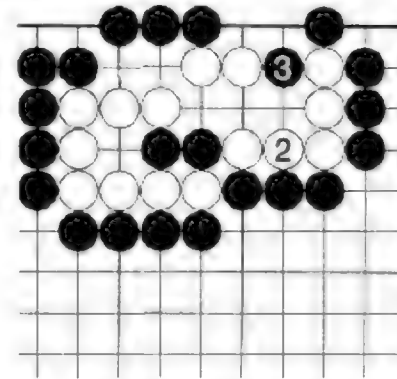
If Black first descends to 1 in *Dia. 5*, White will connect with 2. If Black 3, White ataries with 4 and White's stones are alive.

Capturing with Black 1 in *Dia. 6* also fails. White captures with 2 and Black captures again with 3. But now White 4, making an eye above, ataries two black stones. If Black connects at 2, his stones will still be in atari, so White gets another eye at the top.

but Black pushes in with 5 and White can't make a second eye between 2 and 4.



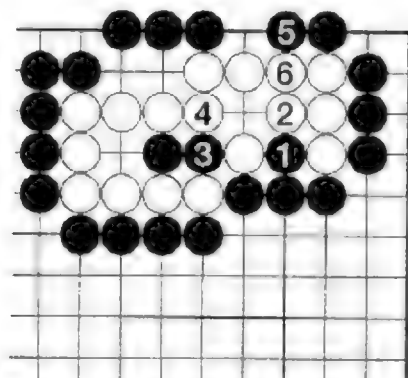
Dia. 3. Variation 1



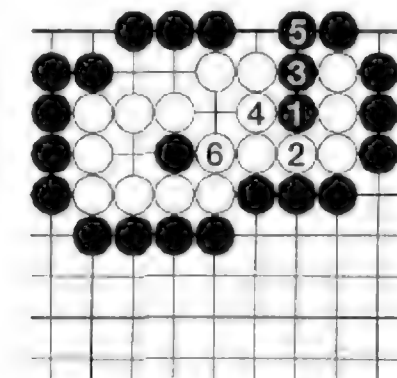
Dia. 4. Variation 2

Instead of 4 in *Dia. 2*, White might try to expand his eye space with 4 in *Dia. 3*. However, Black plays 5, forcing White 6, then ataries with 7. The white stones are unconditionally dead. If White 6 at 7, Black will cut at 6.

If White answers Black 1 in *Dia. 1* with 2 in *Dia. 4*, Black will wedge in with 3. White can't atari the stone at 3 because he is short of liberties, so he can't get a second eye.



Dia. 5. Failure 1

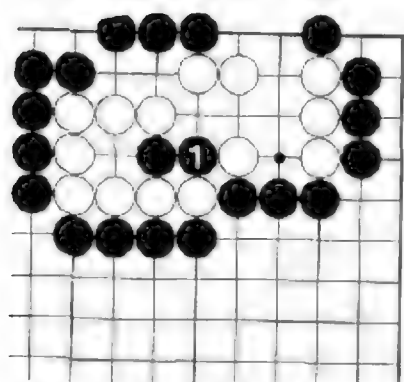


Dia. 6. Failure 2

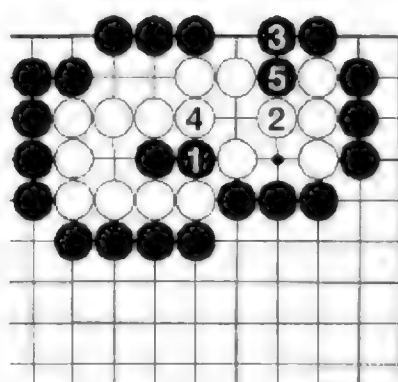
If Black first pushes in with 1 in *Dia. 5*, then ataries with 3, White will atari with 4 and Black must fight a ko to kill the white stones. Exchanging 5 for White 6 doesn't change the situation: Black must still fight the ko.

Black 1 and 3 in *Dia. 6* also fail. After White ataries with 4, he can make two eyes with 6.

Problem 4



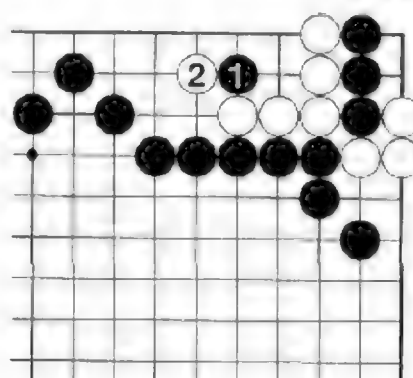
Dia. 1. Correct



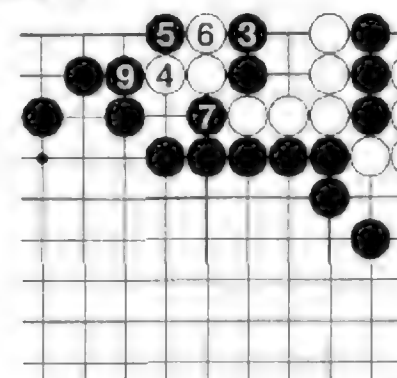
Dia. 2. Continuation

Cutting with Black 1 in *Dia. 1* is the tesuji that kills the white stones. If White answers with 2 in *Dia. 2*, Black extends to 3, taking away a white eye at the top. White tries to make another eye with 4,

Problem 5



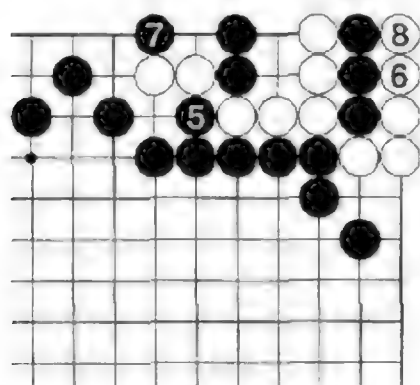
Dia. 1. Correct



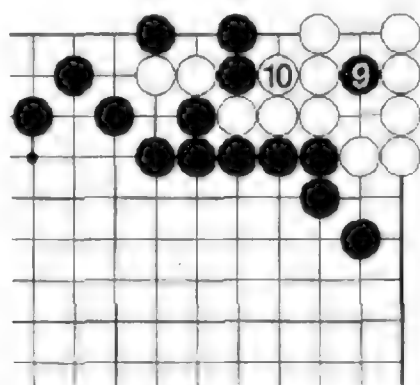
Dia. 2. Continuation

Black 1 in *Dia. 1* is the tesuji that kills the white stones. If White blocks with 2 —

Black descends to 3 in *Dia. 2*. White extends to 4, but Black attaches with 5. White has to resist with 6, but after the sequence to 9, all the white stones are dead.



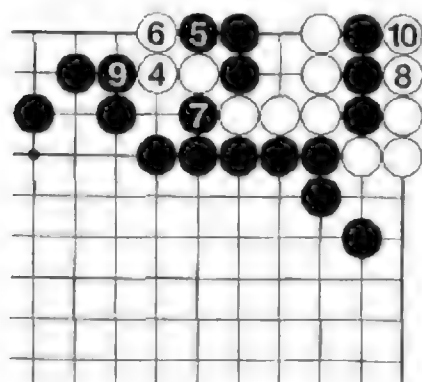
Dia. 3. Failure 1



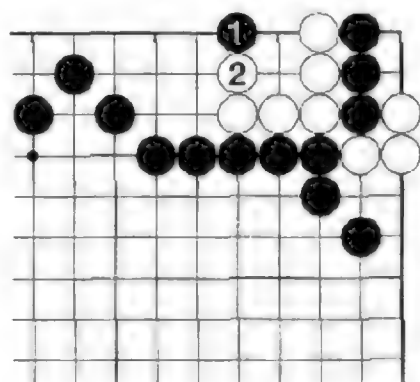
Dia. 4. Continuation

Instead of 5 in *Dia. 2*, Black must not cut with 5 in *Dia. 3* first. If he does, White will capture the three stones in the corner with 6 and 8. Next —

Black 9 in *Dia. 4* leaves the white stones with one eye in the corner, but White 10 captures two black stones at the top, so White's stones are alive.



Dia. 5. Failure 2

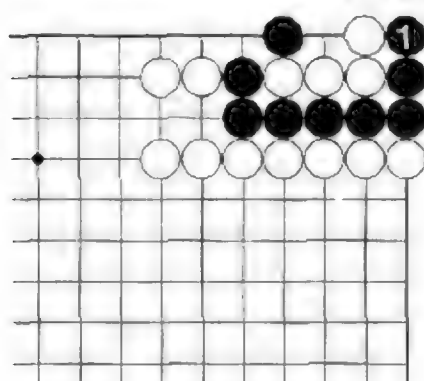


Dia. 6. Failure 3

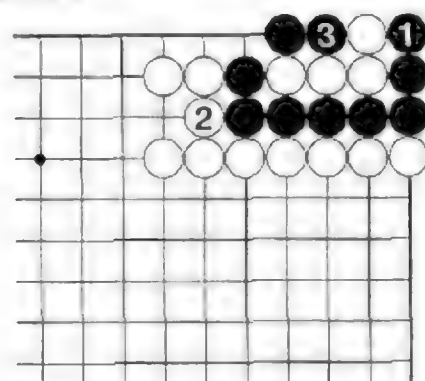
Instead of cutting with 5 in *Dia. 3*, Black turns at 5 in *Dia. 5*, then cuts with 7 in answer to White 6. However, White captures three stones with 10, so Black has to capture the three stones on the left, giving White time to make two eyes for his stones on the right.

Black 1 in *Dia. 6* fails. After White 2, Black has no way to stop White from getting a second eye.

Problem 6

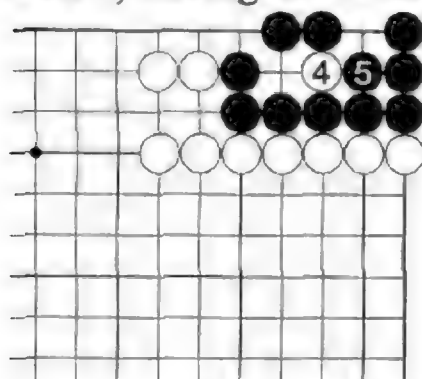


Dia. 1. Correct

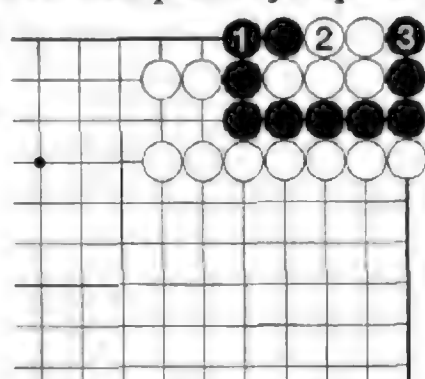


Dia. 2. Continuation 1

The atari of Black 1 in *Dia. 1* kills the white stones. If White ataries with 2 in *Dia. 2*, Black will capture with 3, leaving him with a live four-point eye space.



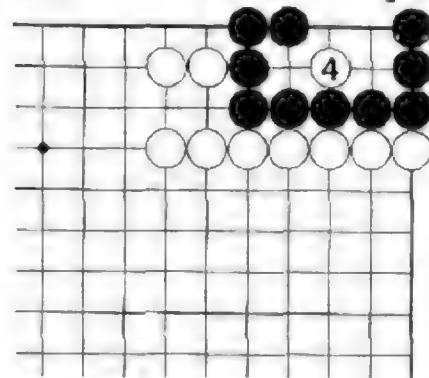
Dia. 3. Continuation 2



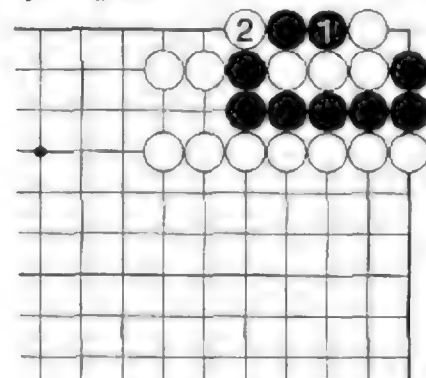
Dia. 4. Failure 1

If White tries to destroy the eye shape of Black's stones with a placement at 4 in *Dia. 3*, Black gets two eyes for his stones with 5. If White 4 at 5, Black 4 again makes two eyes.

Connecting with Black 1 in *Dia. 4* lets White play 2. If Black now captures with 3, his stones are left with a dead five-point eye space. That is —



Dia. 5. Continuation

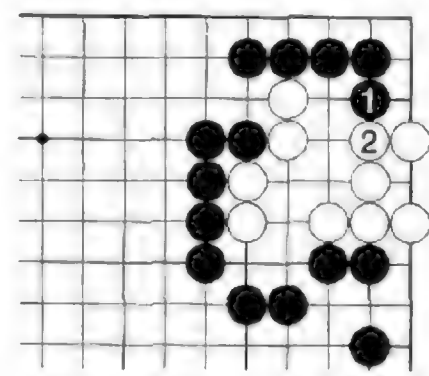


Dia. 6. Failure 2

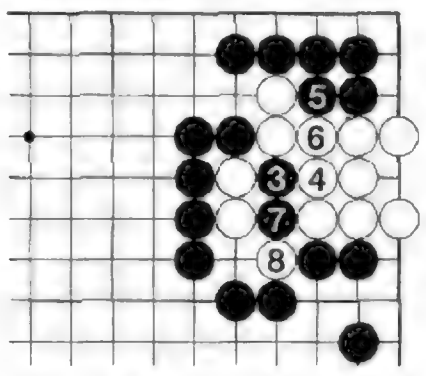
White can make a placement at 4 in *Dia. 5* and the black stones can't make two eyes.

If Black plays 1 in *Dia. 6*, intending to prevent White from making a five-point eye shape, White will capture two stones with 2. After this, the black stones are dead.

Problem 7

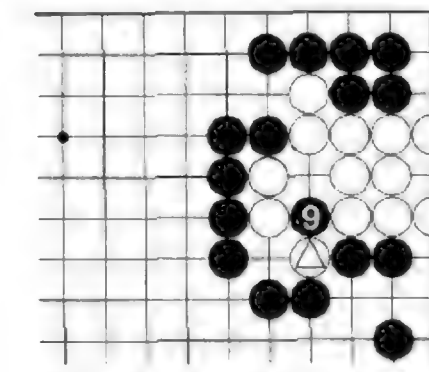


Dia. 1. Correct

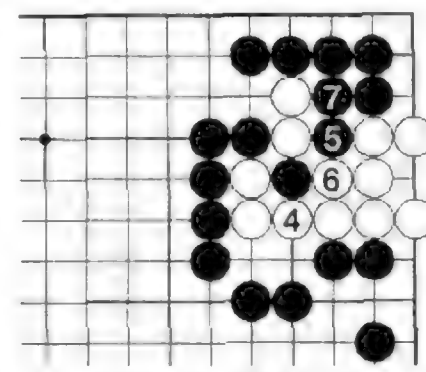


Dia. 2. Continuation 1

Turning with Black 1 in *Dia. 1* is the tesuji that kills the white stones. After White makes an eye with 2, Black cuts with 3 in *Dia. 2*. The sequence to White 8 is inevitable. Next —



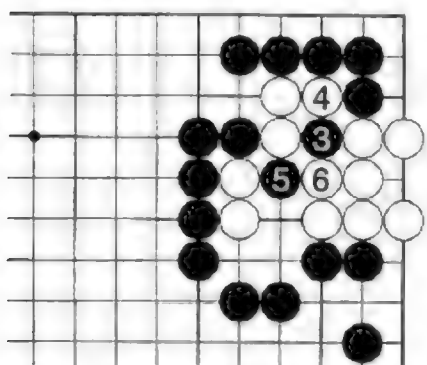
Dia. 3. Continuation 2



Dia. 4. Variation

Black throws in a stone with 9, putting the marked white stone in atari. White can't connect because he is short of liberties. If he captures the black stone at 9, Black will atari the marked stone from the left, leaving White with a false eye.

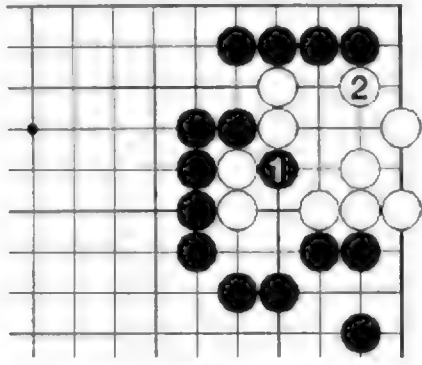
If White answers Black 3 in *Dia. 2* with the atari of 4 in *Dia. 4*, Black will wedge in with 5. White must capture with 6. Black connects with 7 and again White is left with a false eye.



Dia. 5. Failure 1

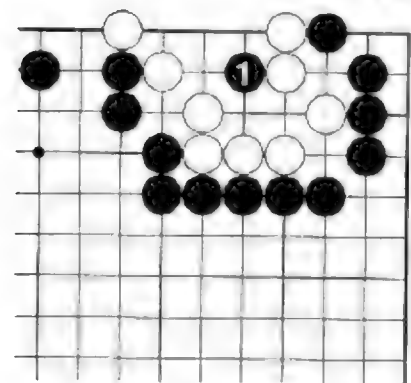
After White 2 in *Dia. 1*, wedging in with 3 in *Dia. 5* fails. White can atari with 4 and capture with 6. White now has two eyes.

If Black first cuts with 1 in *Dia. 6*, White will play at 2. Even though Black can capture two stones, White will get two eyes for the main body of his group.

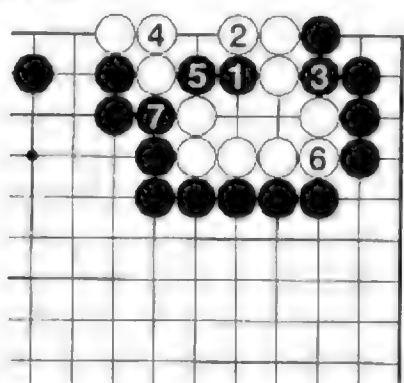


Dia. 6. Failure 2

Problem 8

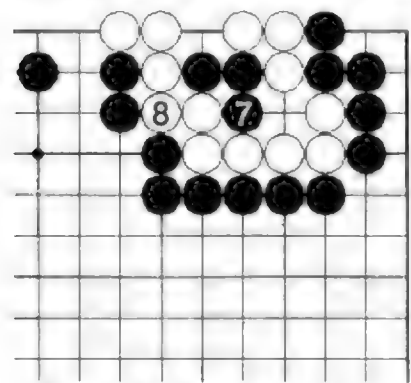


Dia. 1. Correct

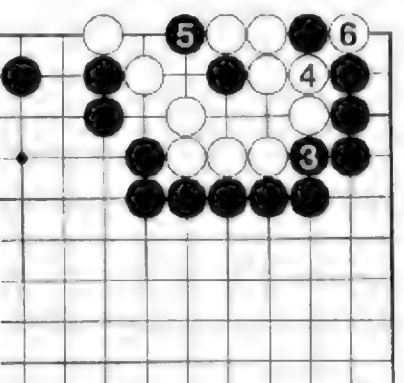


Dia. 2. Continuation

Black 1 in *Dia. 1* is the vital point of White's eye shape. If White turns at 2 in *Dia. 2*, Black 3 is the next vital point. White tries to increase his eye space with 4 and 6, but, after Black 7, the white stones are left with only one eye.



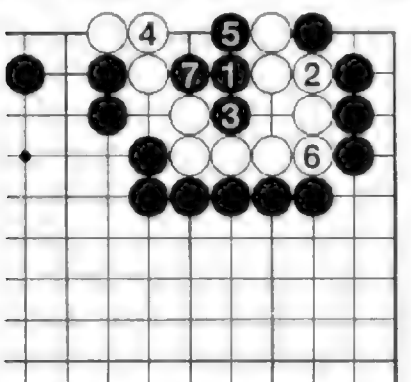
Dia. 3. Failure 1



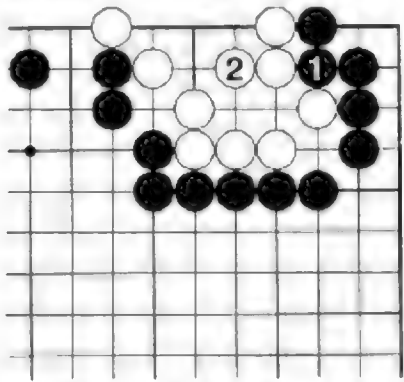
Dia. 4. Failure 2

Black 7 in *Dia. 3* is a mistake. It tries to create a dead eye space, but, after 8, White's stones are alive in a seki.

Instead of 3 in *Dia. 2*, Black 3 in *Dia. 4* fails. White ataries with 4. Now when Black ataries with 5, White can capture a stone with 6 and his stones are alive.



Dia. 5. Variation

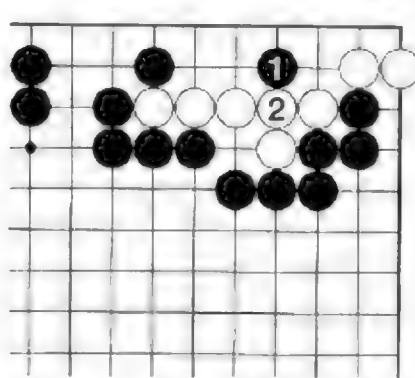


Dia. 6. Failure 3

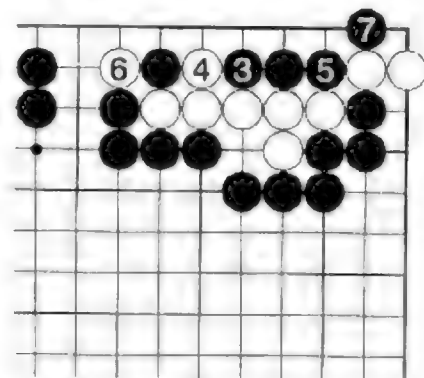
If White answers Black 1 with 2 in *Dia. 5*, Black can make a dead eye space with the sequence to 7.

If Black first plays 1 in *Dia. 6*, White will take the vital point of 2, easily making two eyes.

Problem 9

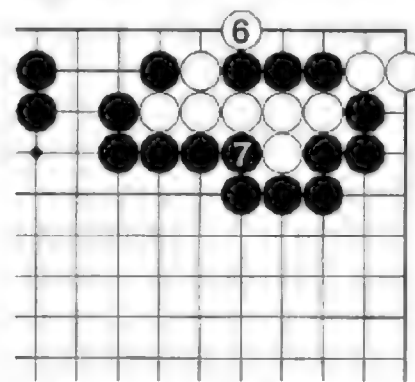


Dia. 1. Correct

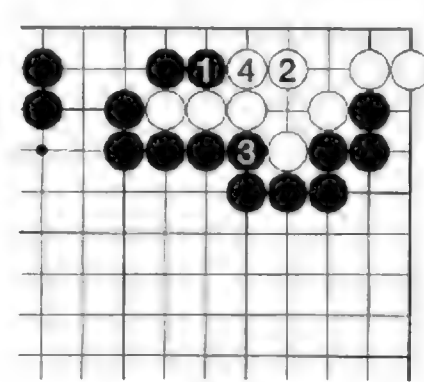


Dia. 2. Continuation

Peeping with Black 1 in *Dia. 1* is the tesuji that kills the white stones. If White connects with 2, Black continues with the sequence to 7 in *Dia. 2*, setting up a capturing race between Black's stones at the top and the two white ones on the right. White easily wins this race while the white stones on the left do not have enough room to make two eyes.



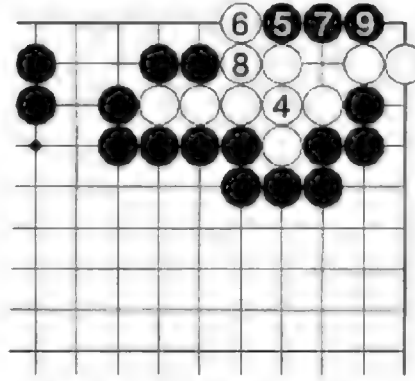
Dia. 3. Variation



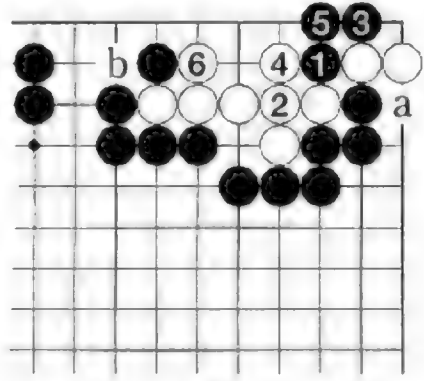
Dia. 4. Failure 1

If White hanes with 6 in *Dia. 3*, Black ataries with 7 and the fight is over.

If Black crawls to 1 in *Dia. 4*, White plays 2 and, after the exchange of 3 for White 4, Black has to fight a ko to kill the white stones.



Dia. 5. Variation

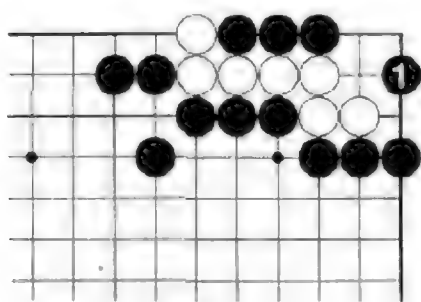


Dia. 6. Failure 2

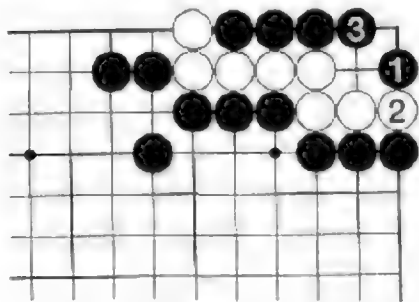
If White connects with 4 in *Dia. 5*, the attachment of Black 5 is the tesuji. After the sequence to Black 9, the white stones are dead. If Black 5 at 7, White can live with 9.

Cutting with Black 1 fails. White connects with 2 and, after the sequence to 6, White's stones are alive: if Black 'a', White 'b'.

Problem 10

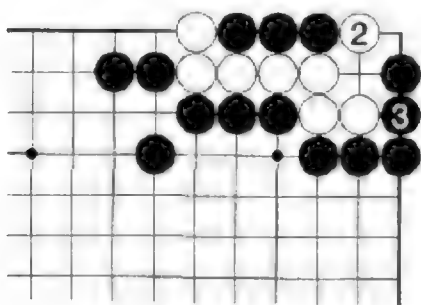


Dia. 1. Correct

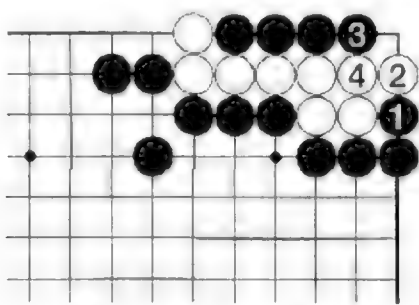


Dia. 2. Continuation

The placement of Black 1 in *Dia. 1* is the tesuji that kills the white stones. If White blocks with 2 in *Dia. 2*, Black extends to 3 and the white stones die because they are short of liberties and can't atari the black stones.



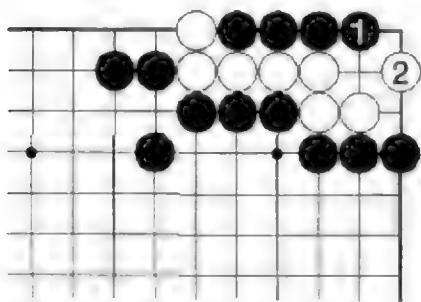
Dia. 3. Variation



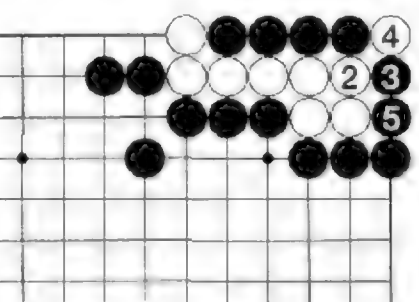
Dia. 4. Failure 1

If White captures the three black stones with 2 in *Dia. 3*, Black connects with 3 and the white stones don't have enough room to make two eyes.

Black 1 in *Dia. 4* fails. White simply blocks with 2. If Black 3, White connects with 4. When White captures the four black stones, he will have enough room to make two eyes.



Dia. 5. Failure 2

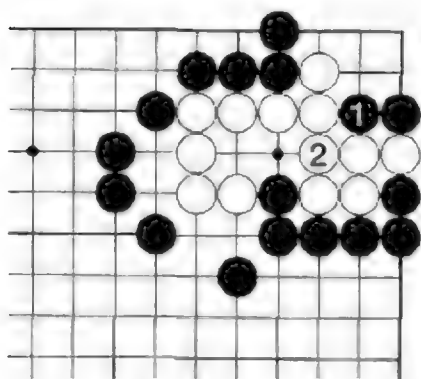


Dia. 6. White dies

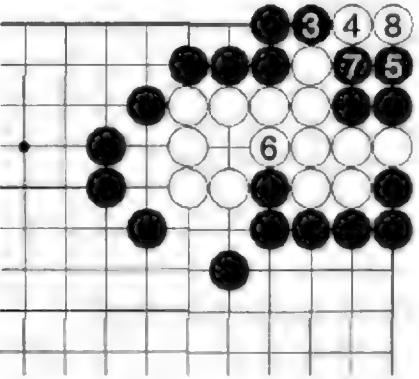
Extending to Black 1 in *Dia. 5* also fails. White will play on the vital point of 2 and his stones are alive.

Instead of White 2 in *Dia. 5*, White 2 in *Dia. 6* leads to the death of White's stones. After Black 3 and 5, White doesn't have enough room to make two eyes.

Problem 11



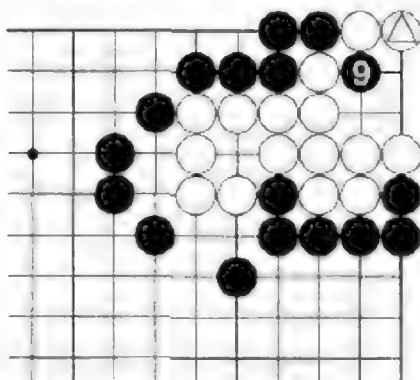
Dia. 1. Correct



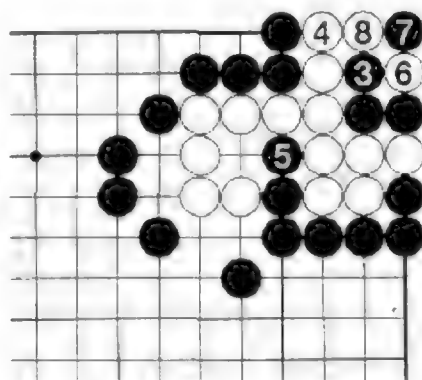
Dia. 2. Continuation 1

The atari of Black 1 in *Dia. 1* kills the white stones. White has to connect with 2. Next, Black

plays the sequence to 7 in *Dia. 2*, but after White captures four stones with 8 —



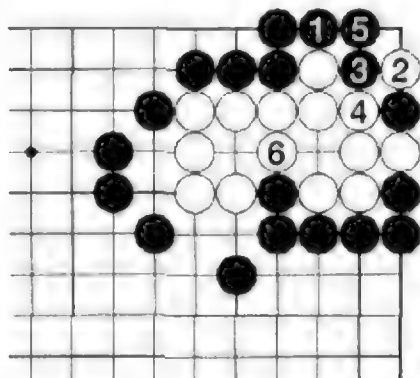
Dia. 3. Continuation 2



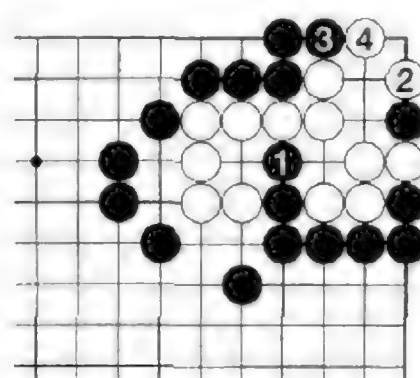
Dia. 4. Variation

By capturing with the marked stone in *Dia. 3*, White finds himself in an under-the-stones position. Black captures two white stones with 9, so White ends up with only one eye.

Instead of 3 in *Dia. 2*, Black 3 in *Dia. 4* lets the white stones live. After White 4, Black must take away an eye with 5, but then White throws in a stone at 6 and ataries with 8. Black can't connect because that would be 'committing suicide'. Therefore, when White captures the four black stones in the corner, he will have two eyes.



Dia. 5. Failure 1

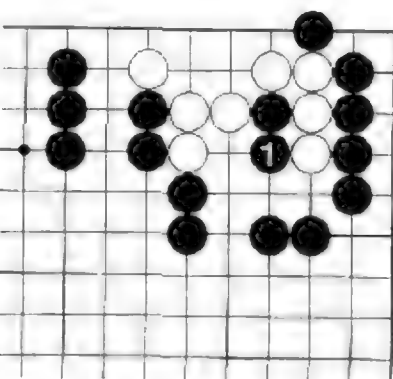


Dia. 6. Failure 2

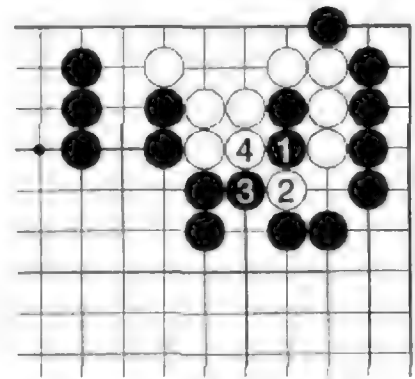
Turning with Black 1 in *Dia. 5* fails. White ataries with 2 and 4. After Black connects with 5, White makes two eyes with 6.

Black 1 in *Dia. 6* destroys two potential eyes, but White can get two others in the corner with 2 and 4.

Problem 12

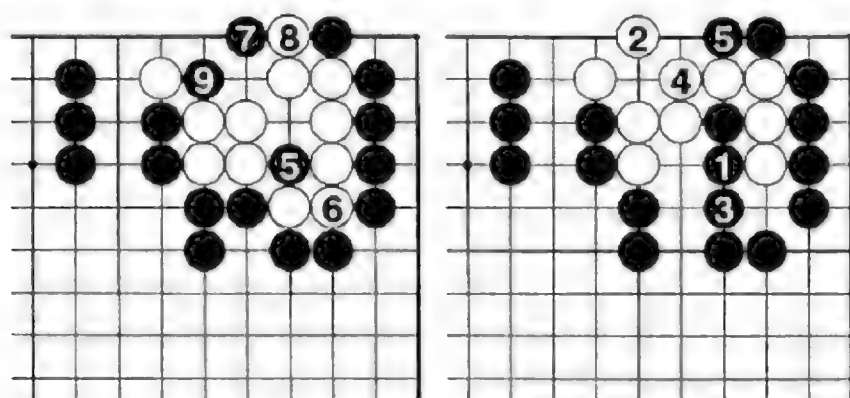


Dia. 1. Correct

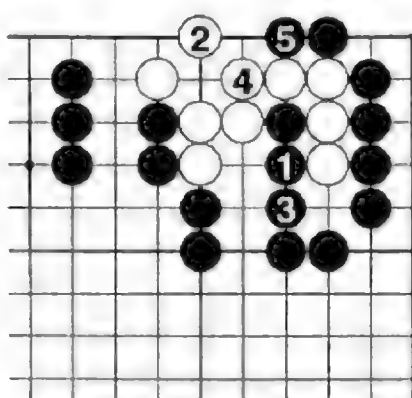


Dia. 2. Continuation 1

Black first extends to 1 in *Dia. 1*. White then captures these two stones with 2 and 4 in *Dia. 2*. Next —



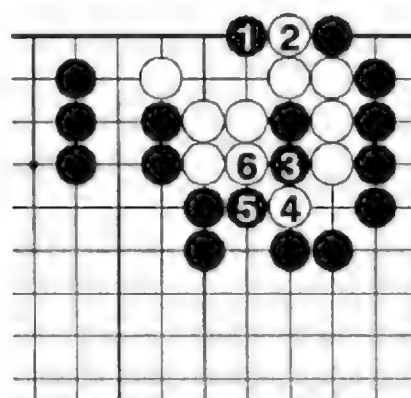
Dia. 3. Continuation 2



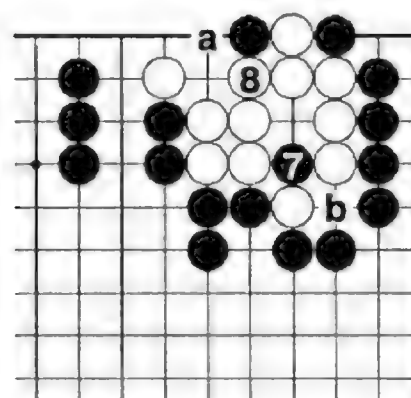
Dia. 4. Variation

Black next throw in a stone with 5 in *Dia. 3*, then after White 6 makes a placement with 7. White has to block with 8, but, after Black cuts with 9, White can't atari the black stones because his own stones are short of liberties.

If White makes an eye with 2 and 4 in *Dia. 4*, Black will save his two stones with 3, then crawl to 5. White can't make two eyes.



Dia. 5. Failure



Dia. 6. Continuation

The order of moves is important. If Black first makes a placement at 1 in *Dia. 5*, then plays 3 and 5, White will live. When Black throws in with 7 in *Dia. 6*, White doesn't have to answer at 'b' as in *Dia. 3*. Instead, he ataries with 8, and the points 'a' and 'b' are miai.

From a supplement to *Monthly Go World*, January 2003.

Go World News

Continued from page 48

8. So Yokoku 7-dan: 39-16; Yashiro Kumiko 5-dan: 39-16; Cho Chikun, 25th Honinbo: 39-26.

Yashiro Kumiko had the best results for a woman player. Hane Naoki dropped to 17th place with 31-21, but it's usually hard to maintain a high winning percentage when you are playing in title matches and leagues.

Below are the results of some notable players who failed to make the top ten.

- 11. O Meien Oza: 34-27
- 19. Kobayashi Koichi Gosei: 29-20; Kato Masao Honinbo: 29-22; Ryu Shikun 7-dan: 29-25
- 33. Rin Kaiho 9-dan: 24-20
- 40. Michael Redmond 9-dan: 23-9;
- 46. Yoda Norimoto Meijin: 22-14
- 49. O Rissei Kisei: 21-26
- 52. Takemiya Masaki 9-dan: 20-16
- 47. Yoda Norimoto Meijin: 22-14
- 52. Takemiya Masaki 9-dan: 20-16
- Places not known: Catalin Taranu 5-dan: 11-13; Hans Pietsch: 18-16

Best winning percentage

(Limited to players who have played 30 or more games)

- 1. Cho U: 83.33%
- 2. Takao Shinji: 78.26%
- 3. Yamashita Keigo: 78.21%

4. Iguchi Hideichiro 7-dan: 77.78% (28-8)

5. Nakano Hironari: 77.36%

6. Kobayashi Satoru 9-dan: 75.76% (25-8)

7. Yamada Kimio: 75%; Kudo Norio 9-dan: 75% (24-8)

9. Kim Shujun: 73.68%

10. Kono Rin 6-dan: 72.88% (43-16)

Most successive wins

- 1. Kobayashi Satoru: 17
- 2. Iguchi Hideichiro: 16
- 3. Yamashita Keigo: 14
- 4. Obuchi Morito 9-dan, Mimura Tomoyasu 9-dan, Yamada Kimio: 12
- 7. Nakano Hironari, Akiyama Jiro 8-dan, Yamashita Keigo, Cho U, Umezawa Yukari: 11

Most prize money

- 1. O Rissei: 77,188,128
- 2. Yoda Norimoto: 66,627,000
- 3. Cho Chikun: 56,567,379
- 4. O Meien: 52,080,608
- 5. Kato Masao: 44,196,949
- 6. Hane Naoki: 32,722,547
- 7. Ryu Shikun: 31,649,800
- 8. Cho U: 30,346,111
- 9. Cho Sonjin: 26,378,600
- 10. Kobayashi Koichi: 25,905,316

Players with 1,000+ wins (as of 31 Dec.)

- 1. Kato Masao: 1219-620-2 jigo
- 2. Rin Kaiho: 1216-725-1
- 3. Cho Chikun: 1129-565-3

4. Kobayashi Koichi: 1124–551–2
5. Otake Hideo: 1053–628–5
6. Sakata Eio: 1028 wins
7. Hane Yasumasa: 1026–500–5

News from Korea

Rui defends Women's Kuksu

Rui Naiwei (W) defeated Cho Hye-yeon 3-dan by resignation in the second game of the title match on (26 October) and so defended her title.

Yi Se-tol chosen as 2002 MVP

In recognition of his achievements in winning the Fujitsu Cup and four domestic titles (the KTF Cup, the LG Petroleum Cup, the 6th NK Gas New Stars Best Ten, and the King of the New Stars title), Yi Se-tol, who is still a teenager until 2 March, was chosen as the Most Valuable Player of 2002. He previously received this honour in 2000.

Two records

The player with most wins last year was Cho Han-seung, who scored 64–17. Song T'ae-kon had the best winning percentage, 79.6 (60–15–1 jigo).

Yi defends Kuksu title

The challenger for the 46th Kuksu title was the 20-year-old Cho Han-seung 5-dan, a new star who has been doing well recently. However, he was unable to make any impact on the title holder, Yi Ch'ang-ho, who beat him 3–0.

The results:

- Game 1 (8 Jan.). Yi (W) by resig. (150 moves)
Game 2 (16 Jan.). Yi (B) by resig. (133)
Game 3 (6 Feb.). Yi (W) by resig. (112)

Song Ta'e-kon wins first title

The 16-year-old Song T'ae-kon 3-dan is yet another member of the large group of go prodigies in Korea. He has now won his first title, defeating Cho Hun-hyeon 3–2 in the 7th Bacchus Cup: Chunweon title.

The results:

- Game 1 (28 Oct.). Cho (W) by resig.
Game 2 (18 Nov.). Song (W) by resig.
Game 3 (4 Dec.). Song (B) by resig.
Game 4 (11 Dec.). Cho (B) by 5½.

Game 5 (6 Jan.). Song (W) by 1½.

Husband beats wife in Maxim Cup

Jiang Zhujiu has finally won his first title in Korea, but to do so he had to overcome the opposition of his wife Rui Naiwei. This was probably the first title match in the Far East between a husband and wife, though these two have also clashed in the North American Masters

The results:

- Game 1 (28 Dec.). Jiang (W) by resig.
Game 2 (12 Jan.). Jiang (B) by resig.

Kiseong title match tied

Cho Hun-hyeon 9-dan is challenging his disciple Yi Ch'ang-ho for the 14th Kiseong (= Kisei) title. At present, the best-of-five is drawn 1–1. Unlike the Japanese Kisei, this is only the fourth-ranked tournament in Korea. Yi has held it for ten years in a row.

In the play-off to decide the challenger, Cho beat the 15-year-old Yun Chun-sang 2–1.

Results to date:

- Game 1 (4 Feb.). Yi (B) by resig.
Game 2 (14 Feb.). Cho (B) by resig.

News from China

Chang Hao wins 5th Robust Cup

The 4th Robust (Lebaishi) Cup was held in January and February 2001, so the result made *The Go Player's Almanac 2001*. However, things didn't go smoothly in the 5th Robust Cup. Between July and December in 2001, it proceeded as far as the quarterfinals, with the best four being decided, but then it was suspended by the sponsor.

In November 2002 the interrupted tournament was resumed, and Yu Bin 9-dan became the challenger to the title holder, Chang Hao. However, the title match was shortened from a best-of-five to a best-of-three. Chang Hao defeated Yu 2–0, so he has completely monopolized this tournament. Unfortunately, it looks as if it will now be suspended permanently.

The results:

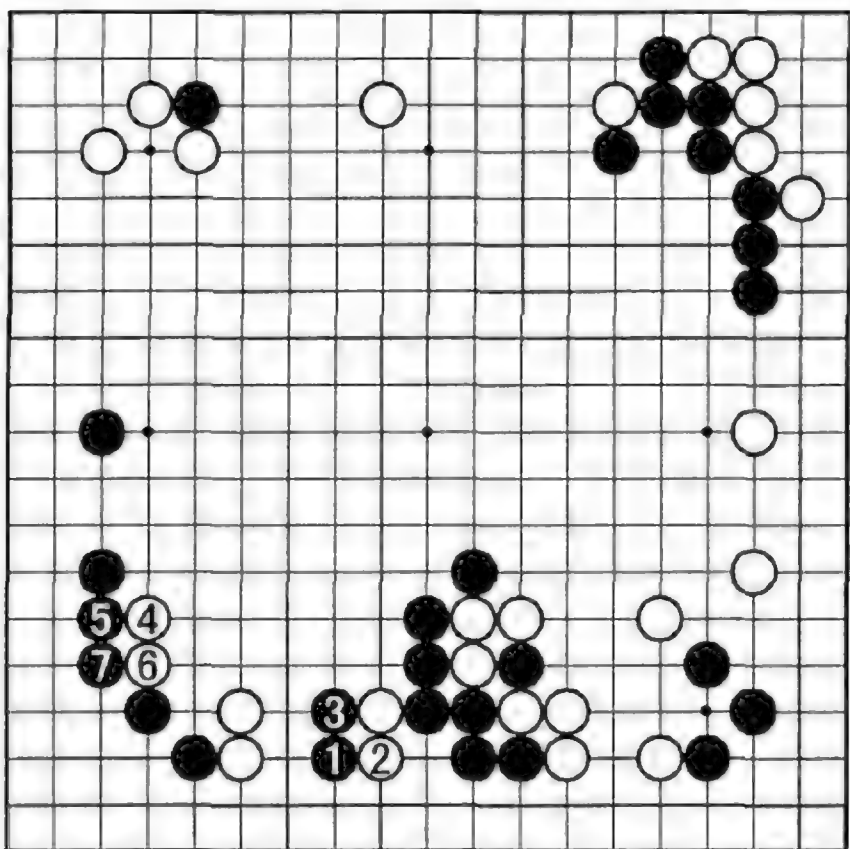
- Game 1 (18 Nov.). Chang (W) by resig.
Game 2 (8 Dec.). Chang (B) won.

More news on page 60

Honinbo Dosaku's Brilliant Tesujis

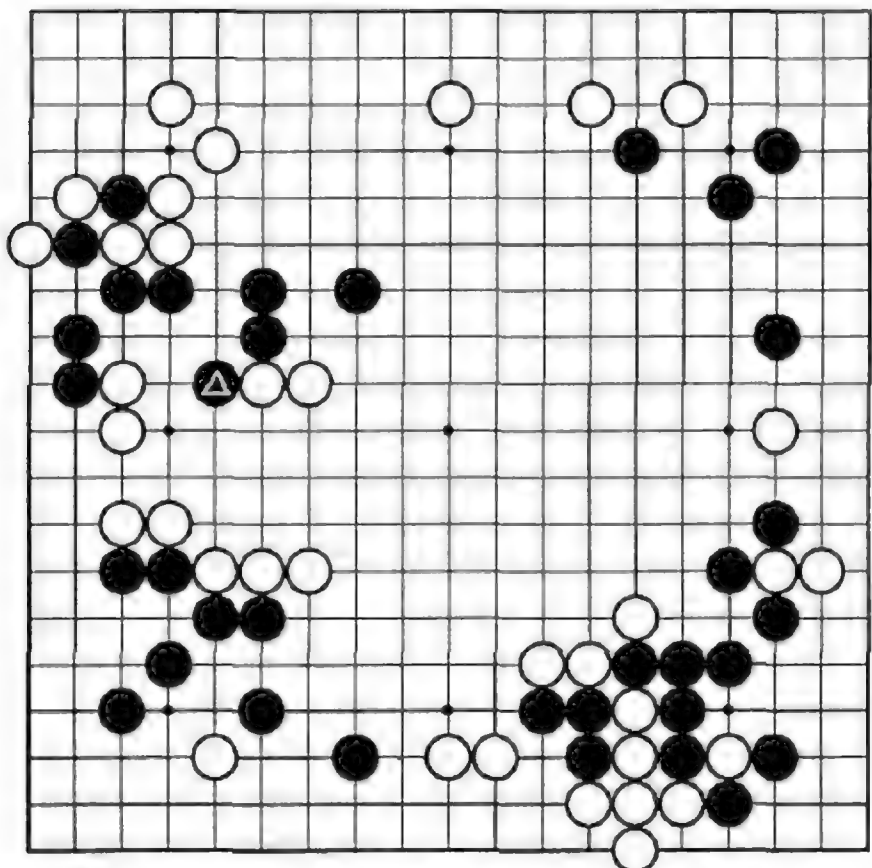
Honinbo Dosaku (1645–1702) is one of only two players to be accorded the accolade of 'Go Saint' (the other was Shusaku). His opening theory laid the foundations of modern go. He was especially skilled at fighting and conjuring up brilliant tesujis to save apparently lost games. In this article, we present four positions in which he found tesujis that won the games for him. See if you can find the moves that Dosaku played. Answers start on the next page.

Position 1. White to Play



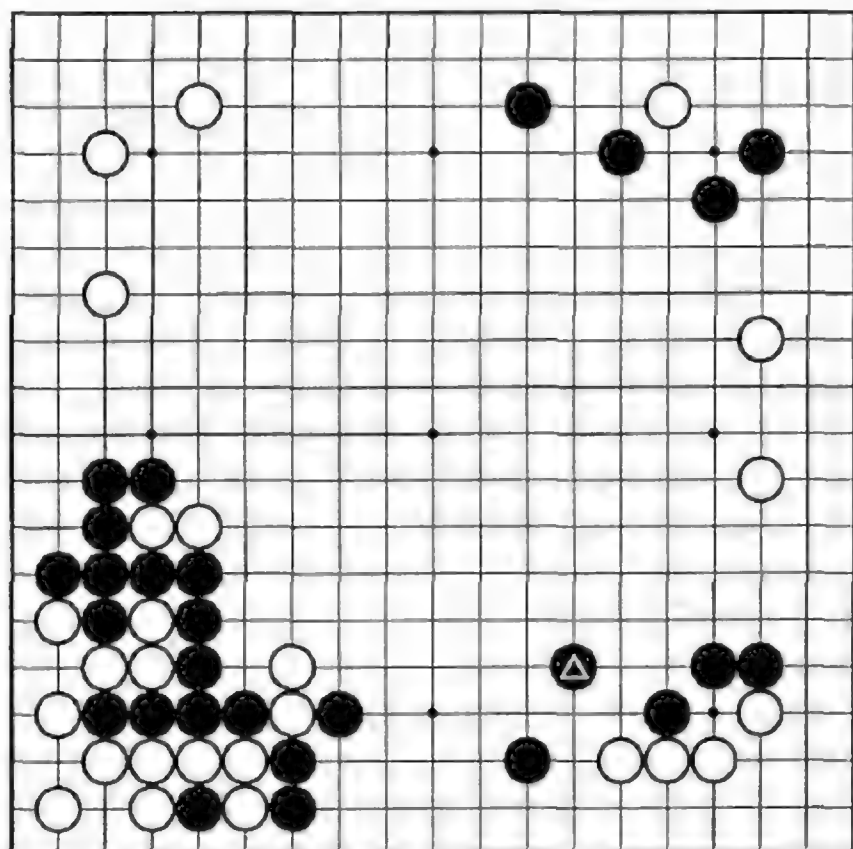
In this 1668 game, Dosaku is playing white against Yasui Shunchi (two stones). Black 1 and 3 are a nice combination that spoil the shape of White's stones at the bottom. However, after the exchange to Black 7, White plays a tesuji that enabled him to make sabaki for his stones. How does Dosaku play?

Position 3. White to Play



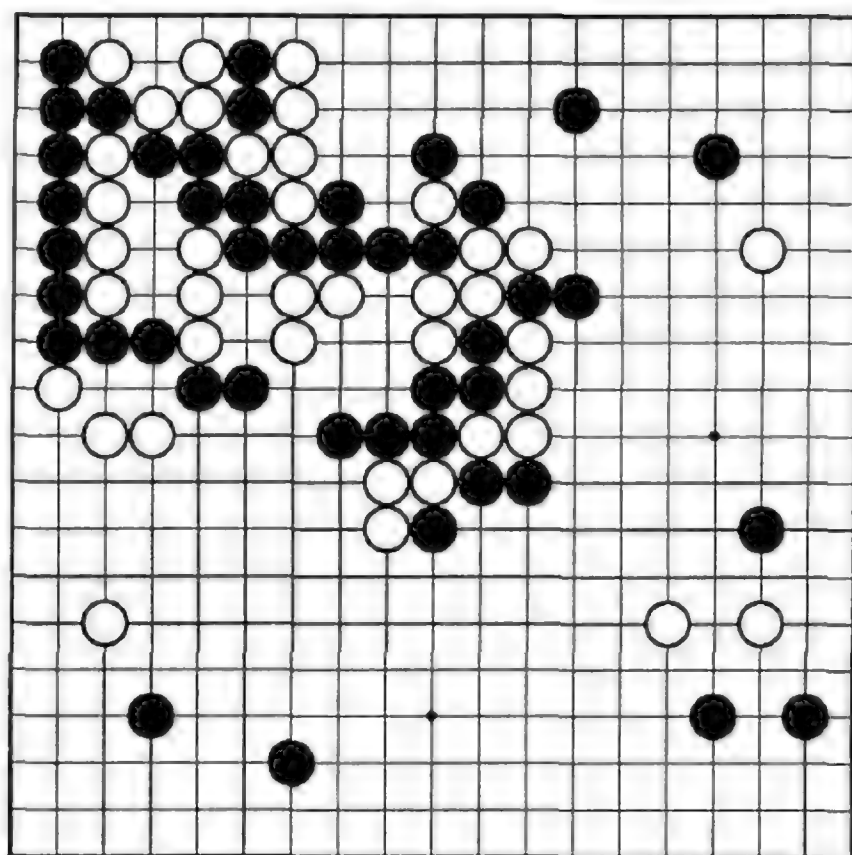
This is another game between Dosaku (white) and Yasui Chitetsu, this one played in 1676. Black has just played a hane with the marked stone. How does Dosaku make shape for his stones on the left in sente and go on to attack Black's stones?

Position 2. White to play



In this 1668 game, Dosaku is playing white against Yasui Chitetsu. Black has impressive thickness on the left and White's four stones are confined to the lower right corner after Black plays the marked stone. However, Black has some bad aji that White can use to break into Black's moyo. How does Dosaku play?

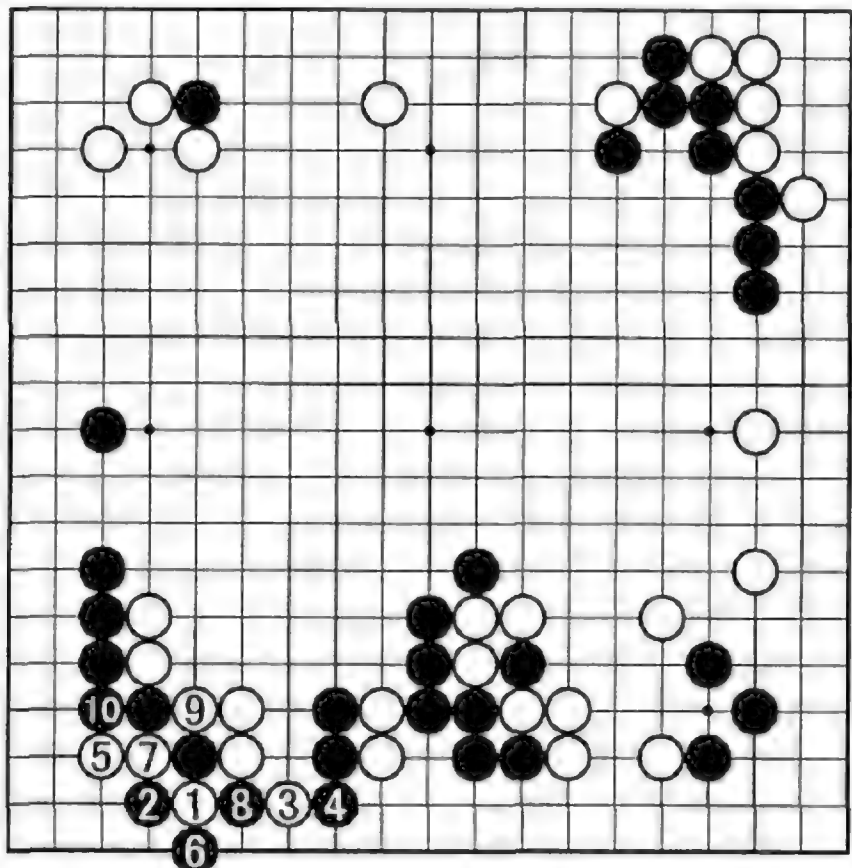
Problem 4. White to play



Dosaku is white in this five-stone handicap game against the haiku poet Hinaya Rippo. White's stones are in trouble in the upper right and there aren't any friendly stones they can run to. Can you find the tesuji combination that Dosaku played to save his stones?

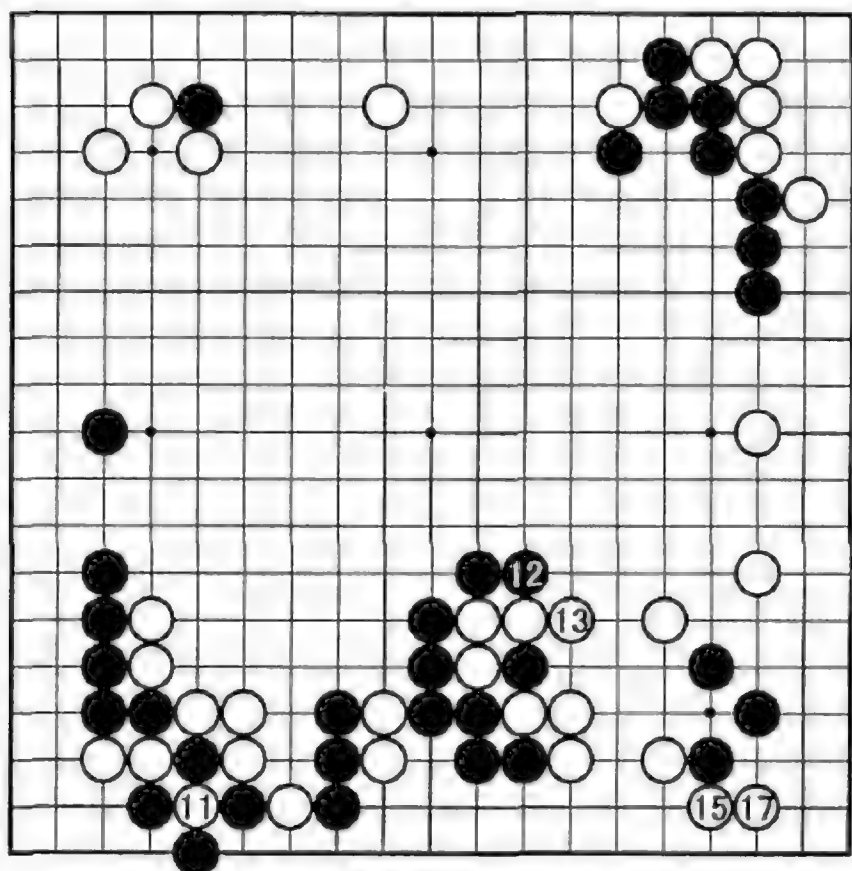
Dosaku's Tesujis (Answers)

Problem 1



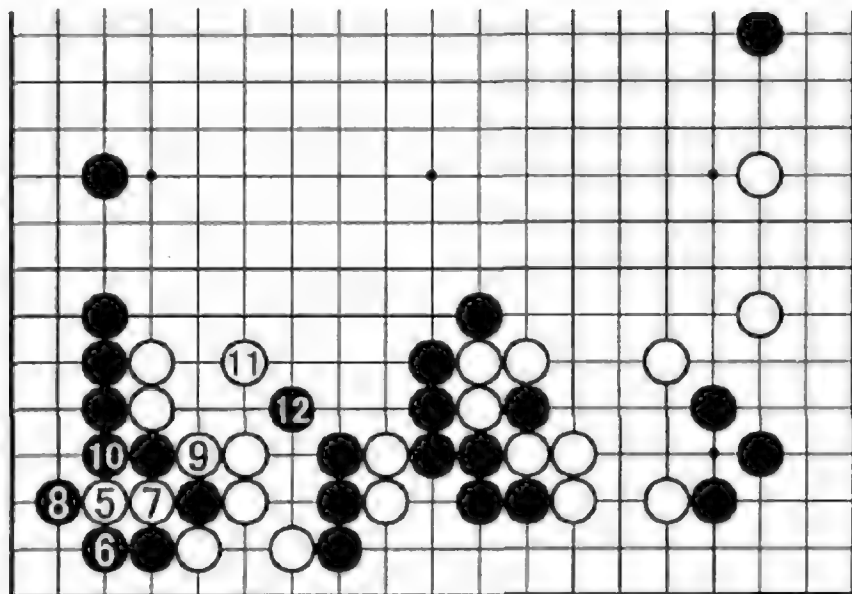
Dia. 1. How Dosaku played.

Dosaku first forced with 1 and 3, then invaded the corner with 5. Black 6 was a lukewarm move that enabled White to play 7 and 9. Black has to connect at 10, but White can start an enormous ko by capturing at 1. Black has succeeded in making sabaki.



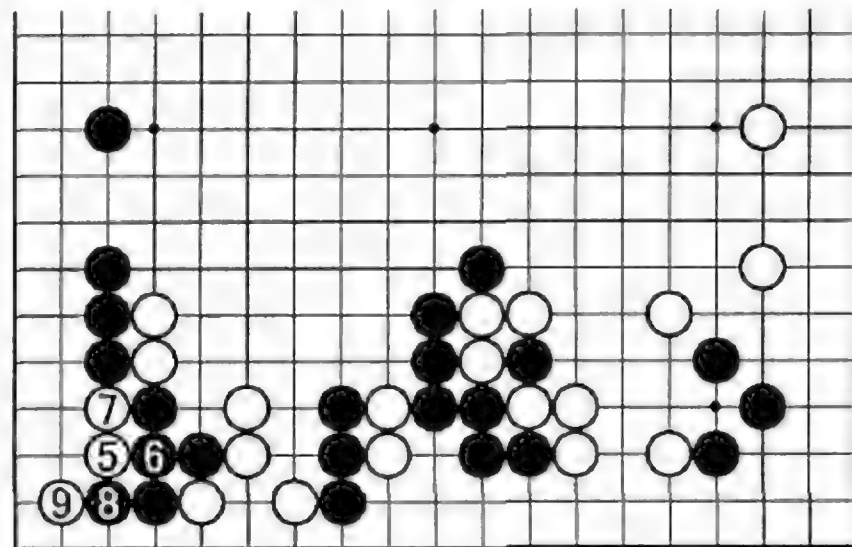
Dia. 2. Continuation

After White captured with 11, Black made a ko threat with 12, then recaptured with 14 (above 11). Black ignored White's ko threat at 15 and ended the ko by connecting with 16 (at 11), so White took control of the lower right corner with 17 for a gain of about 40 points. This more than compensated for losing the ko. Moreover, White's stones in the lower left still have aji.



Dia. 3. How Black should have played.

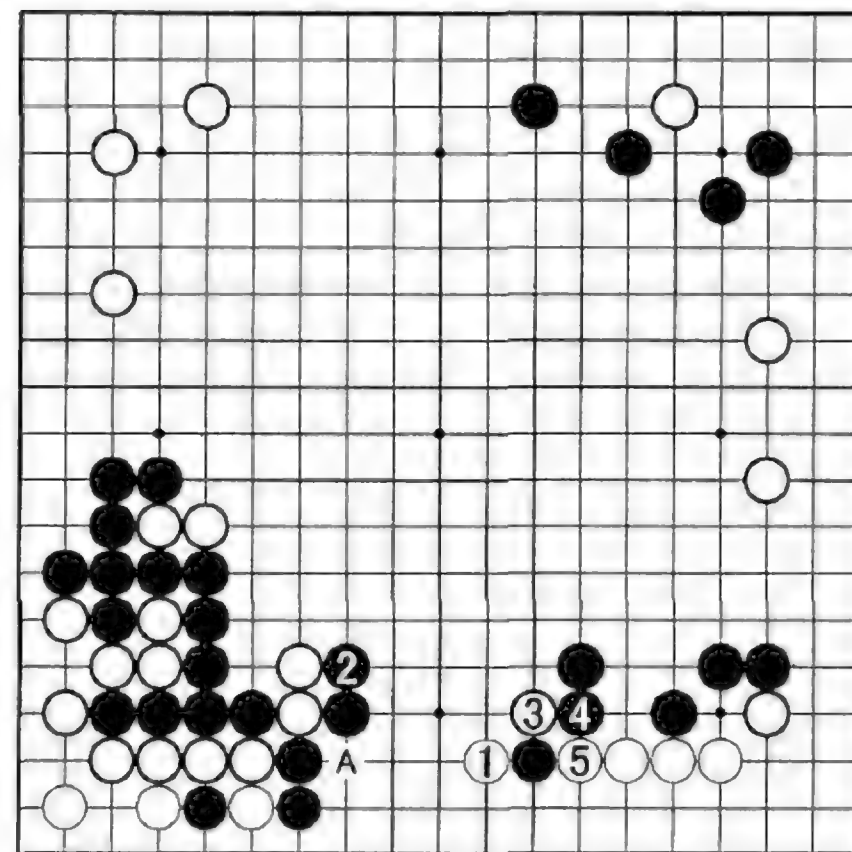
In response to White 5 in *Dia. 1*, Black should have crawled to 6 in *Dia. 3*. With the sequence to 11, White has made eyes for his group, but, after 12, Black has a good game.



Dia. 4. A big loss for Black

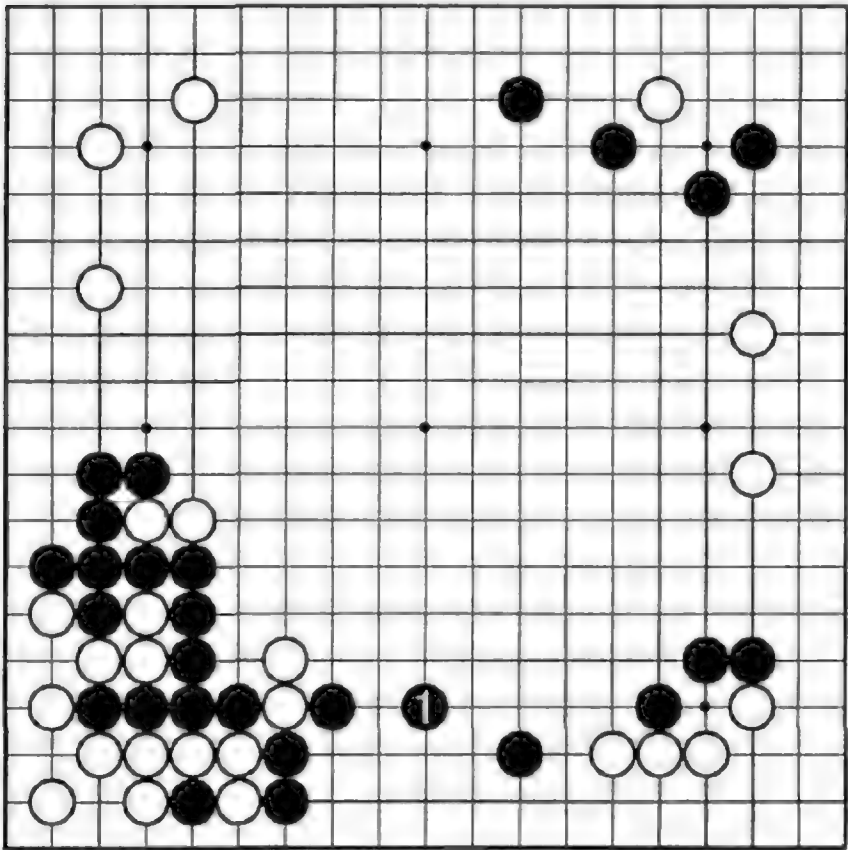
Black must not connect at 6 in answer to White 5. White will cut with 7 and Black's five stones are dead after White 9.

Problem 2



Dia. 1. How Dosaku played.

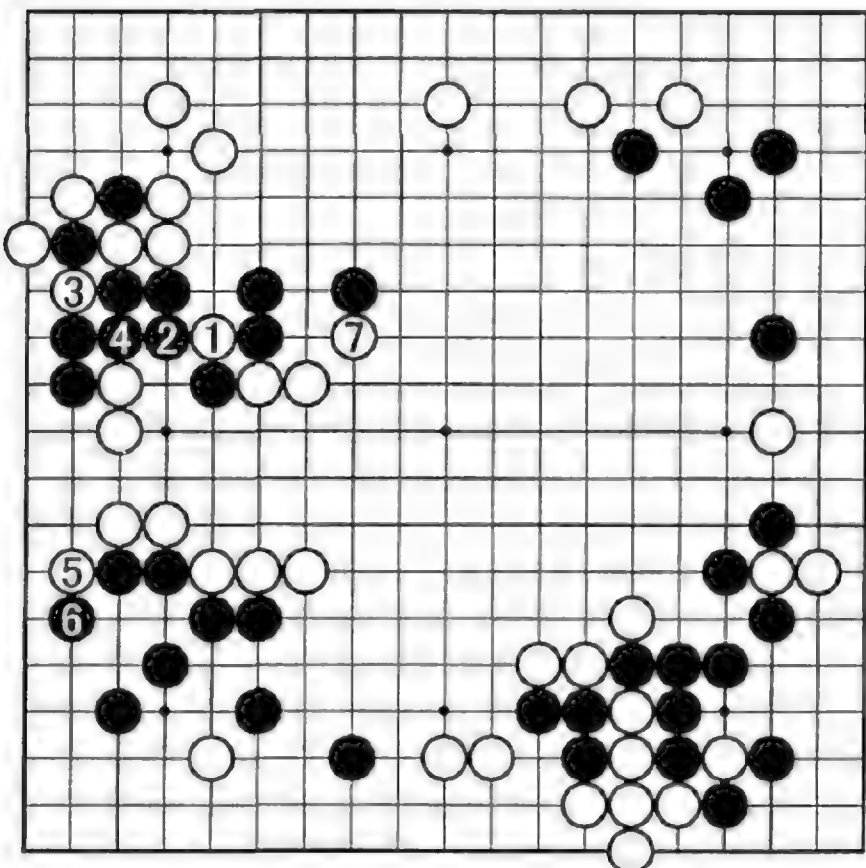
Attaching at White 1 is the tesuji. This move exploits the bad aji of the cutting point at A and takes advantage of Black's thin position on the right. Black's only move is to defend against a cut at White A by pushing up with 2. White now takes control of the bottom right with 3 and 5 while breaking into Black's moyo.



Dia. 2. How Black should have played.

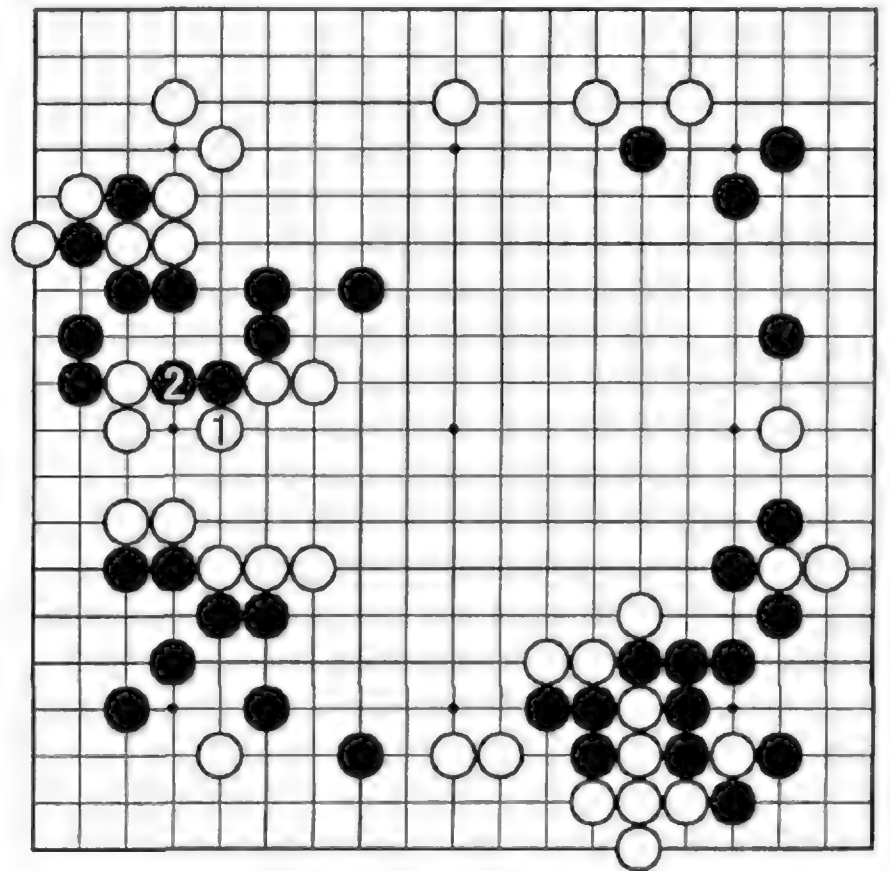
Black's move just before White 1 in *Dia. 1* was the knight's move of the marked stone in the problem diagram. This looks like a good move which links up all of Black's stones and helps build a black moyo. However, Black must first fix up his shape and secure the bottom with the knight's move of 1 in *Dia. 2*.

Problem 3



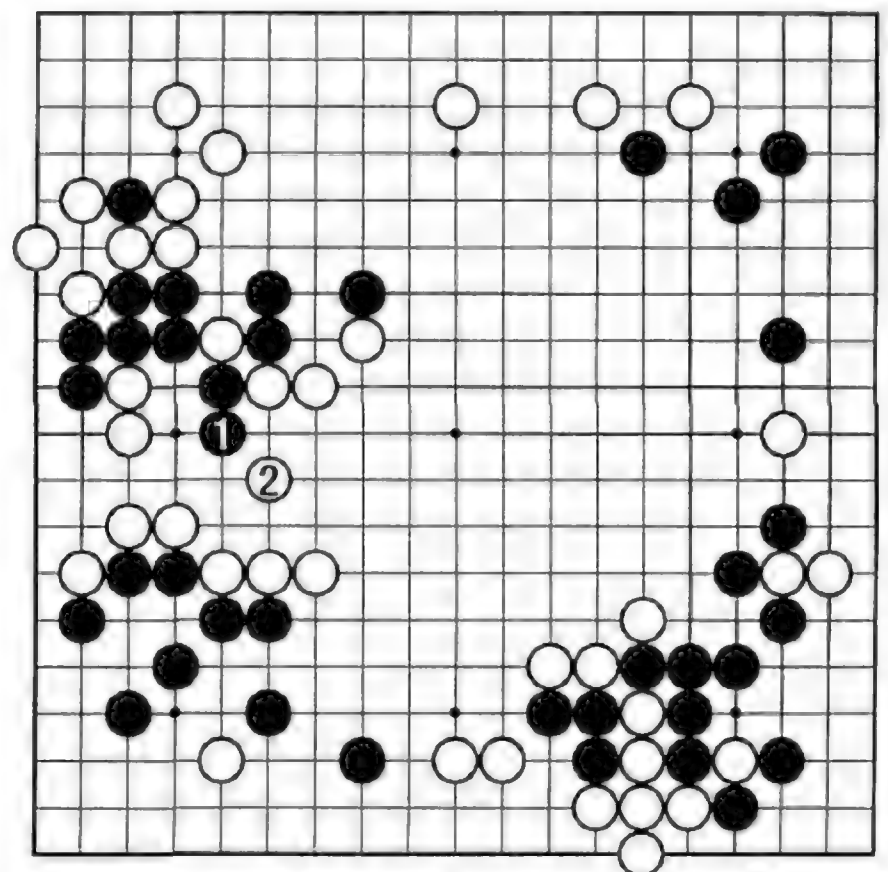
Dia. 1. How Dosaku played.

Black must answer the cut of White 1 in *Dia. 1* with the atari of 2. White then captures with 3, forcing Black to connect with 4. Next, White plays a forcing move with 5. White's stones have made good shape in sente, so he can now go on the attack with the diagonal attachment of 7.



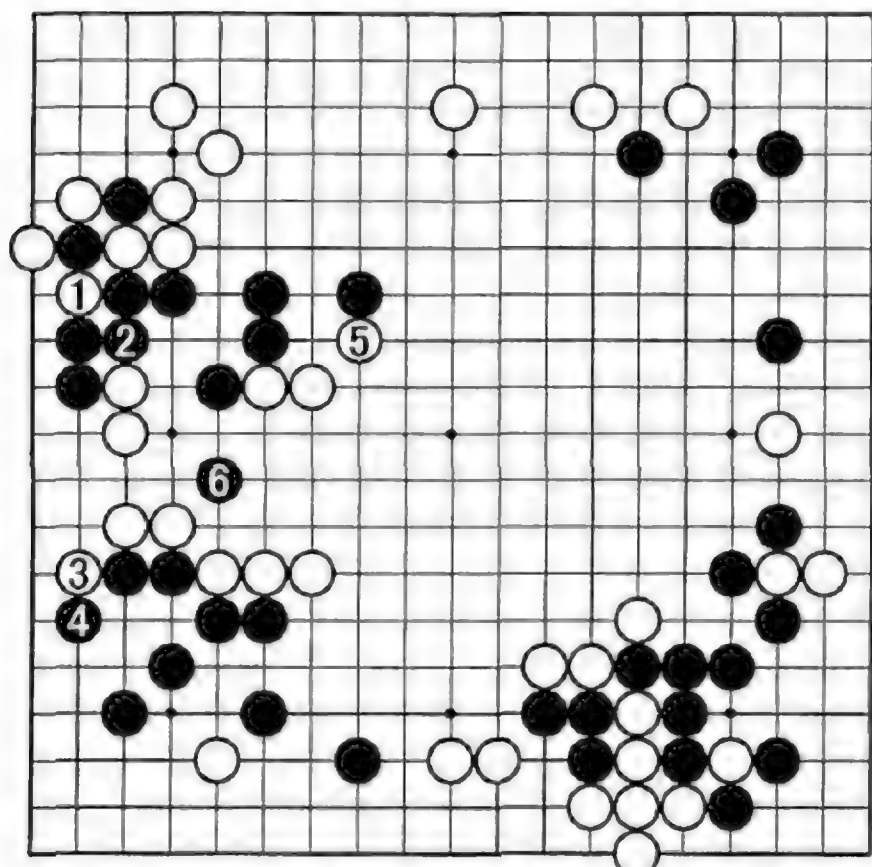
Dia. 2. Bad for White

Exchanging White 1 for Black 2 is not good. Black now has the beginnings of eye shape for his stones.



Dia. 3 White has good shape.

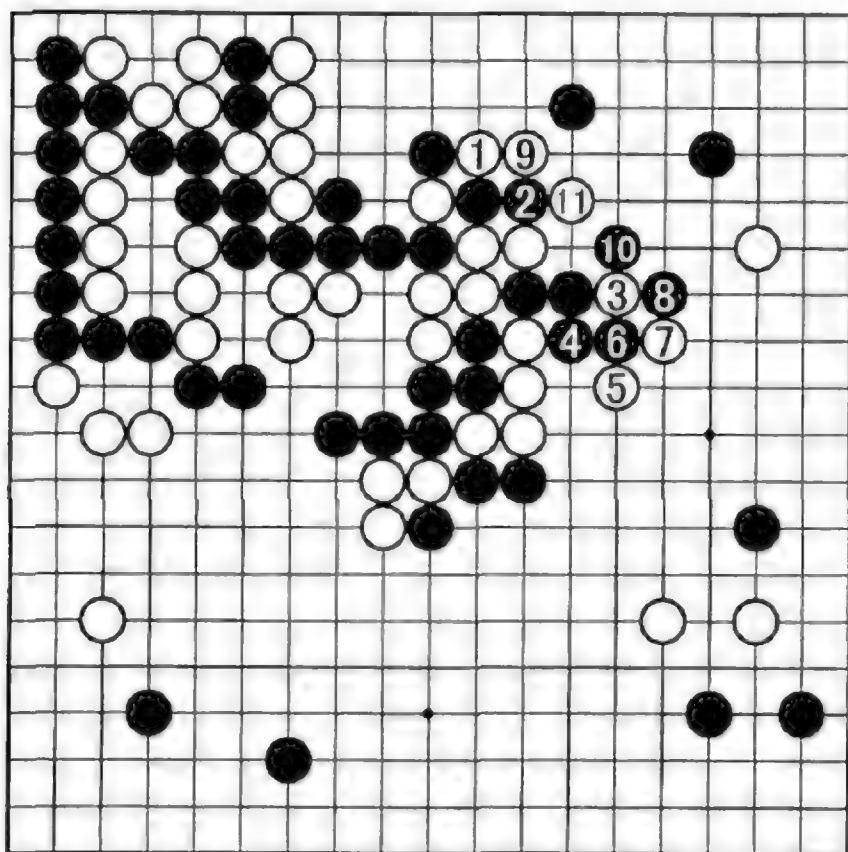
After 7 in *Dia. 1*, White doesn't have to worry about Black extending to 1 in *Dia. 3*. White's stones are quite resilient: he can jump to 2, leaving his stones with good shape.



Dia. 4 Omitting the tesuji

If White neglects to play the tesuji of 1 in *Dia. 1*, after the sequence to White 5 in *Dia. 4*, Black can jump to 6 and White's stones are in disarray.

Problem 4

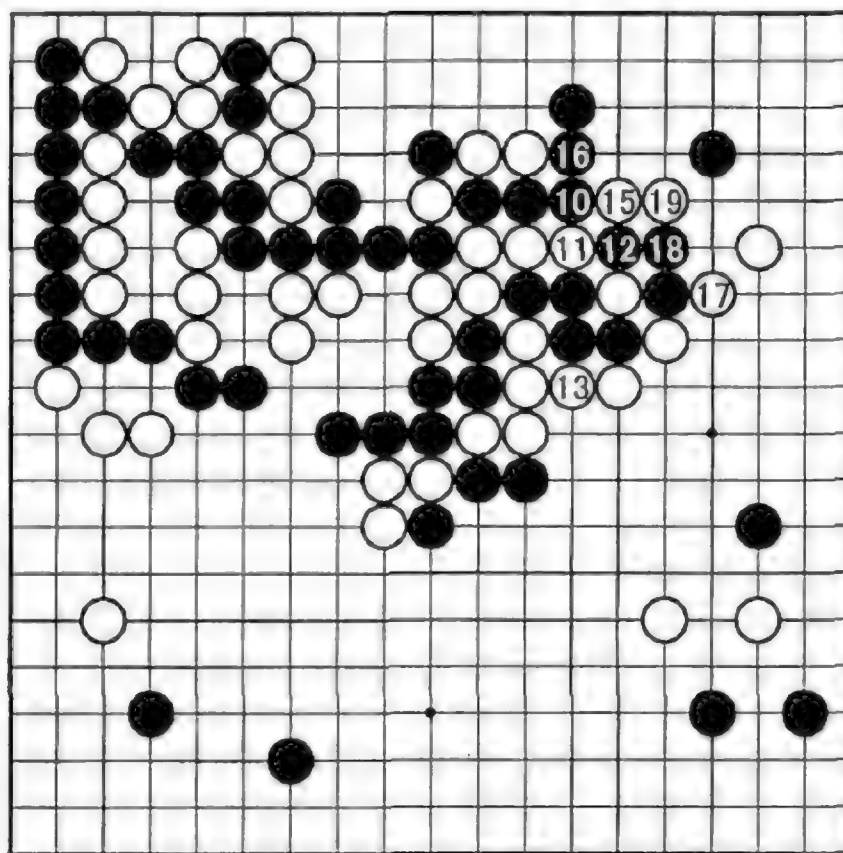


Dia. 1. How Dosaku played

White first ataries with 1 in *Dia. 1*, then attaches with 3. This is a brilliant tesuji combination. Black has to escape with his stones with the sequence to 10, but White captures two stones with 11, killing the eleven black stones on the left.

If Black omits 10 in *Dia. 1* and plays 10 in *Dia. 2*, White will atari with 11 and 13. If Black connects with 14 (below 12), White can atari with 15 and capture the black stones in a ladder

with 17 and 19. Black has saved his stones at the top, but White has saved his own stones as well and taken a large profit on the right side.



Dia. 2. Variation

In conclusion, after the tesuji combination of 1 and 3 in *Dia. 1*, there is no way that Black can capture White's stones and avoid a big loss.

Go World News Continued from page 56

Zhou wins Mingren title

Zhou Heyang 9-dan has put an end to the best winning streak in Chinese go: Ma's 13 successive Mingren titles. Apart from the first term, when it was won by Liu Xiaoguang, the Chinese equivalent of the Meijin title has been completely monopolized by Ma Xiaochun. However, this year he finally ran out of luck and bowed 1-3 to the challenger, Zhou Heyang.

The results:

- Game 1 (15 Jan.). Ma forfeited because of flu.
- Game 2 22 Jan.). Zhou (W) by resig.
- Game 3 (25 Jan.). Ma (W) by resig.
- Game 4 (27 Jan.). Zhou (W) by resig.

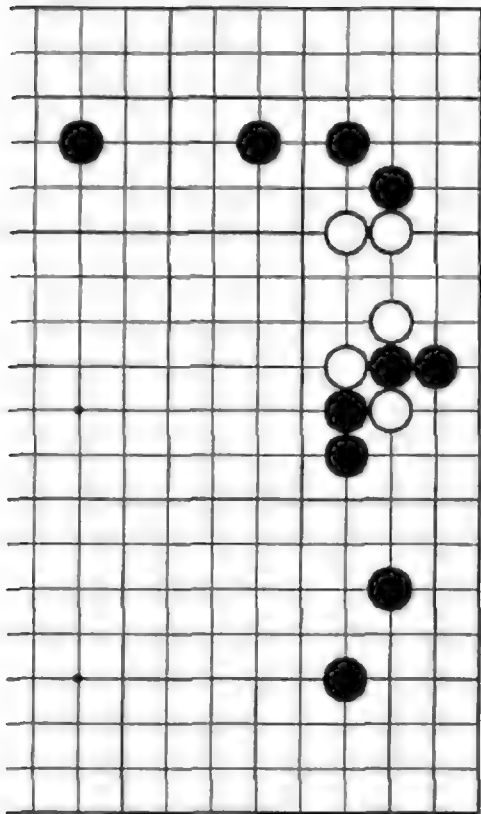
Wang wins 8th NEC Cup

The final of this fast-go tournament was held in Beijing on 17 January. Wang Lei 8-dan (B) defeated Zhou Heyang by 1½ points to win his first NEC Cup.

Tesuji Problems (2)

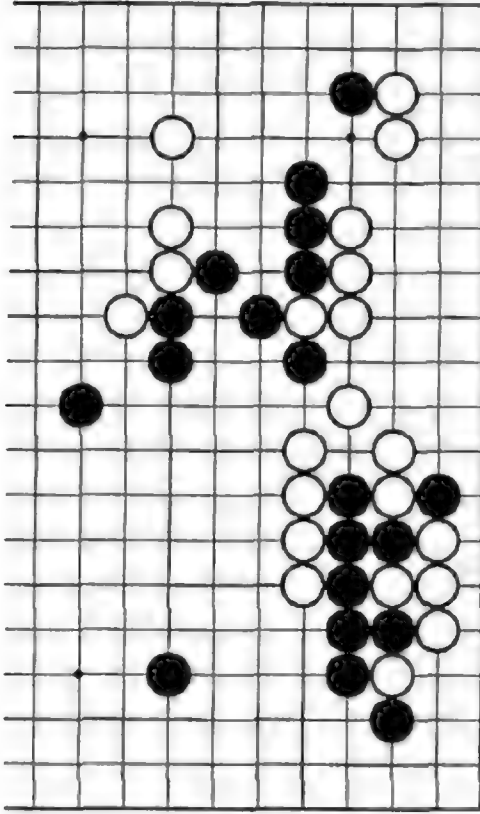
In this instalment of our series on tesuji, the key move in all problems is an atekomi (playing in between two stones). The problems are taken from the Nihon Ki-in publication Tesuji Encyclopedia. This massive work contains 2,638 examples, covering every kind of tesuji in various settings. It can be ordered on Kiseido's web site at <http://www.kiseido.com/d.htm>. Answers begin on the next page.

Problem 1. White to play



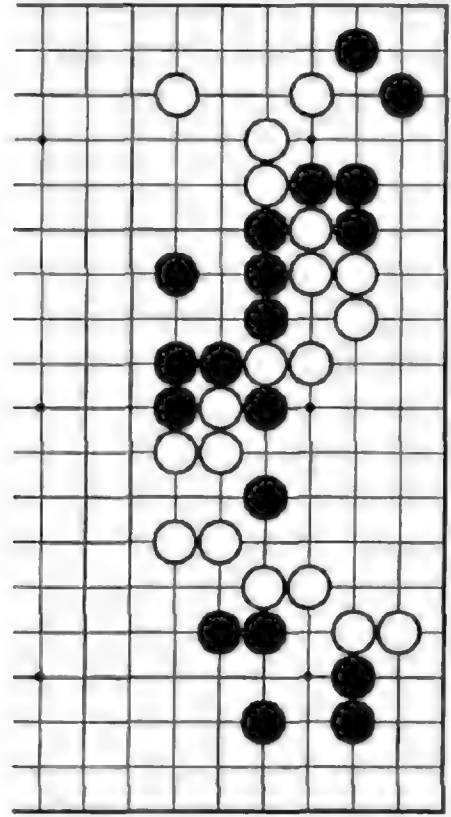
How can White make eyes for his stones?

Problem 2. Black to play



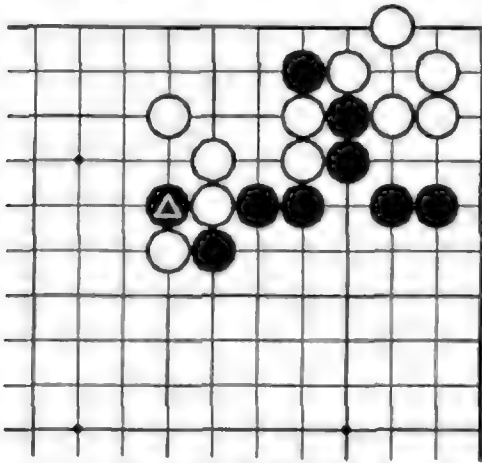
How can Black take the initiative on the right side?

Problem 3. Black to play



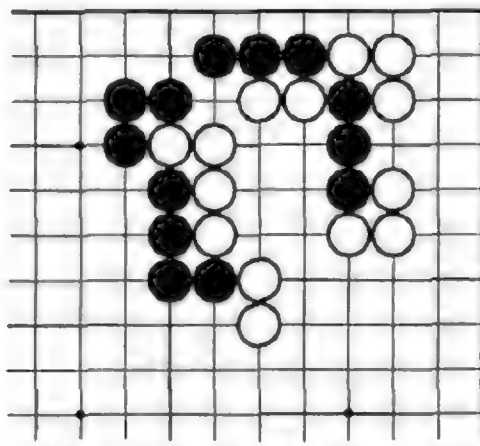
How can Black capture some stones?

Problem 4. Black to play



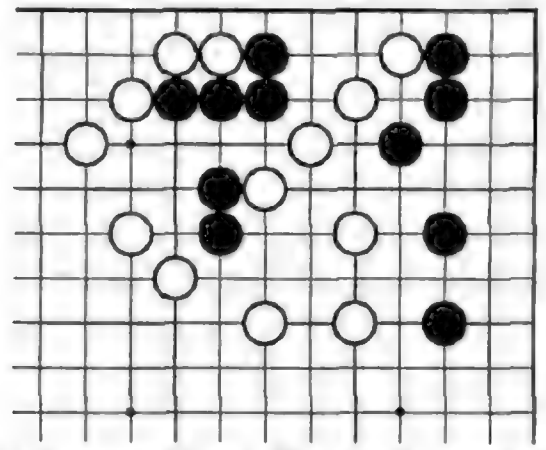
How can Black break through White's position at the top?

Problem 5. Black to play



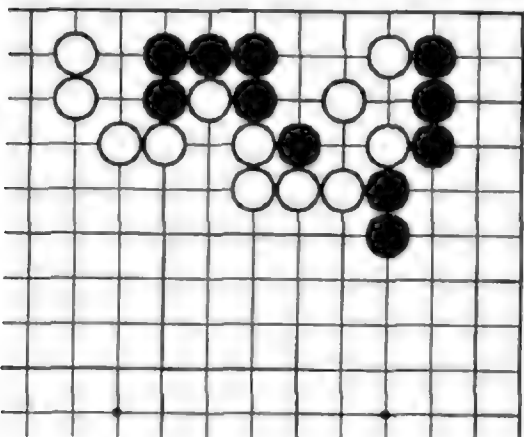
How can Black save his three stones on the right?

Problem 6. Black to play



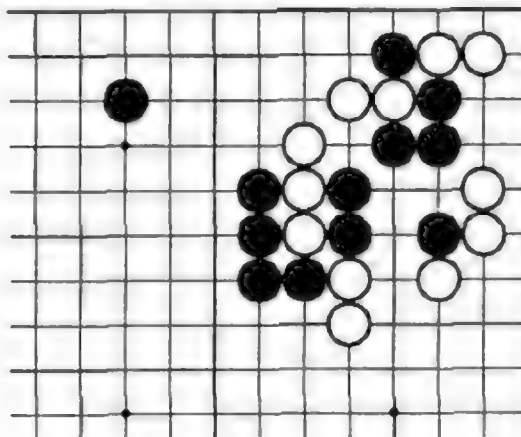
How can Black link up his stones on the left to the ones on the right?

Problem 7. Black to play



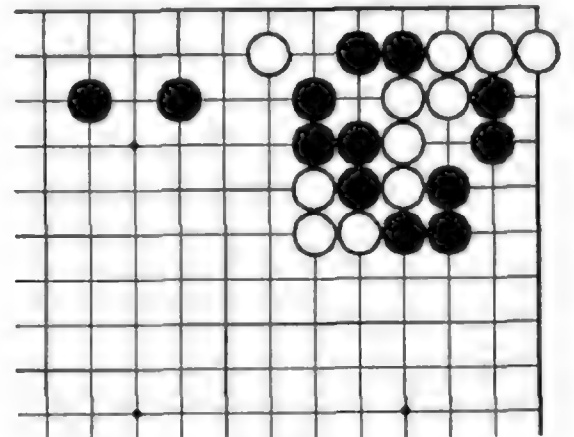
How can Black link up his stones on the left to the ones on the right?

Problem 8. Black to play



How can Black save his six stones on the right?

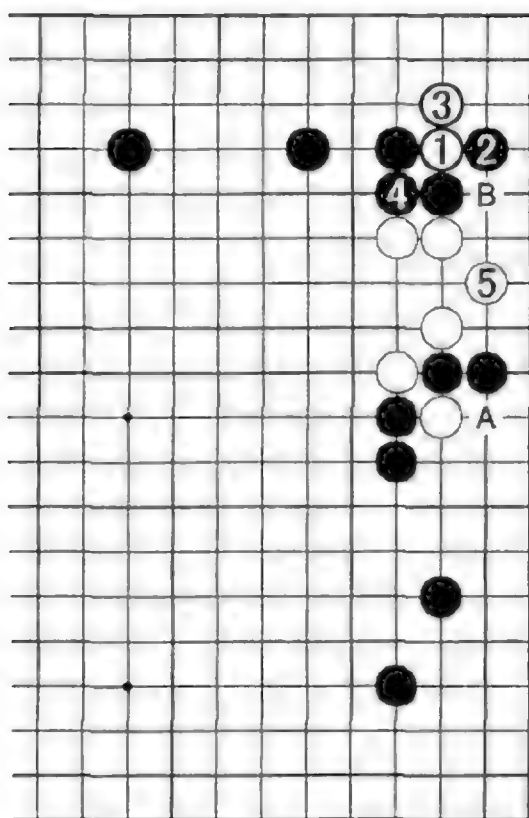
Problem 9. White to play



How can White save his stones in the corner?

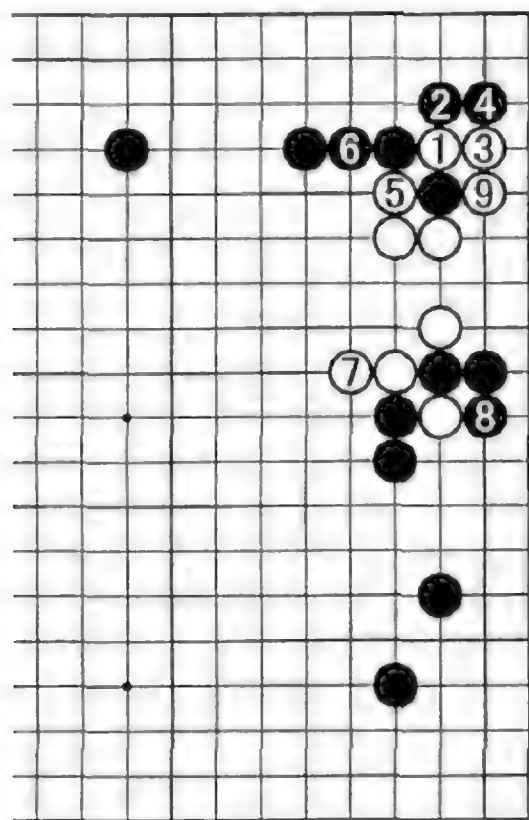
Tesuji Problems: Answers

Problem 1



Dia. 1. Correct Answer

White plays in between the two black stones with 1 in *Dia. 1*. If Black ataries with 2, White will descend to 3. After Black connects with 4, White plays a diagonal connection with 5, threatening to capture the two black stones below with A or the one at 2 with B.

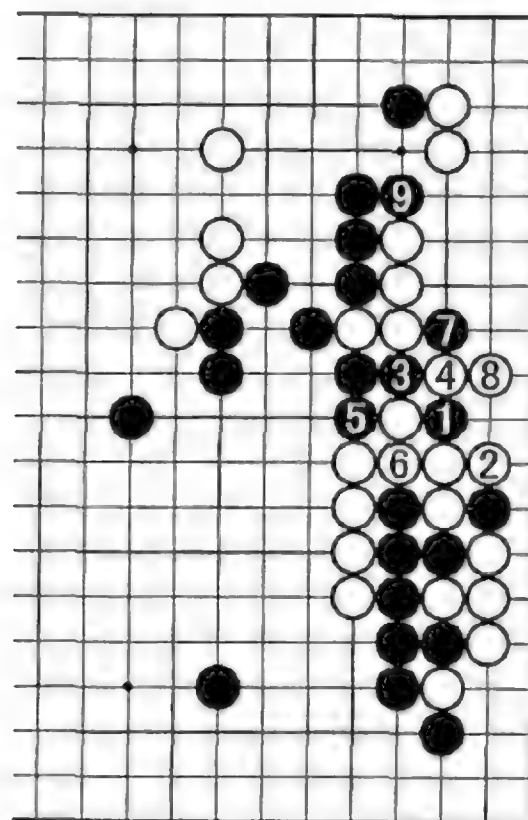


Dia. 2. Variation

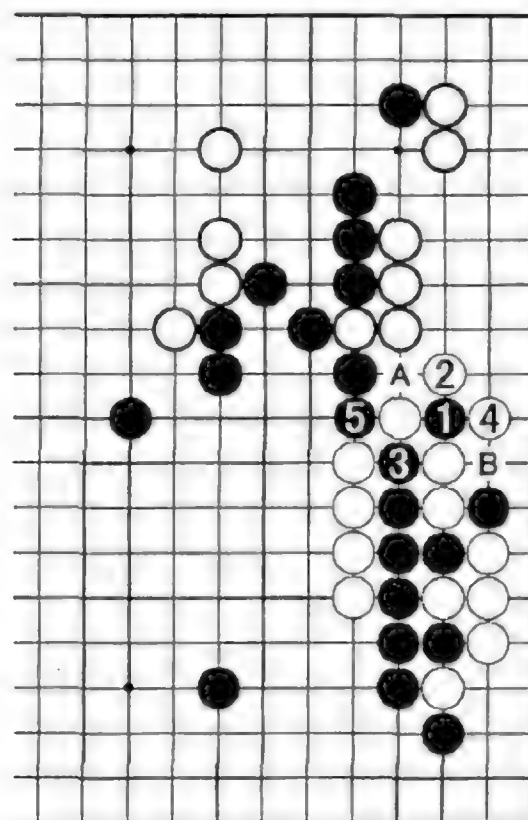
Black can atari with 2 in *Dia. 2*. The sequence to Black 8 is inevitable, but finally, White gets eye shape when he captures with 9.

Problem 2

Black must play in between the two white stones with 1 in *Dia. 1*. If White 2, the sequence to Black 9 follows, and White can't prevent his two stones in the upper right corner from being cut off.



Dia. 1. Correct Answer

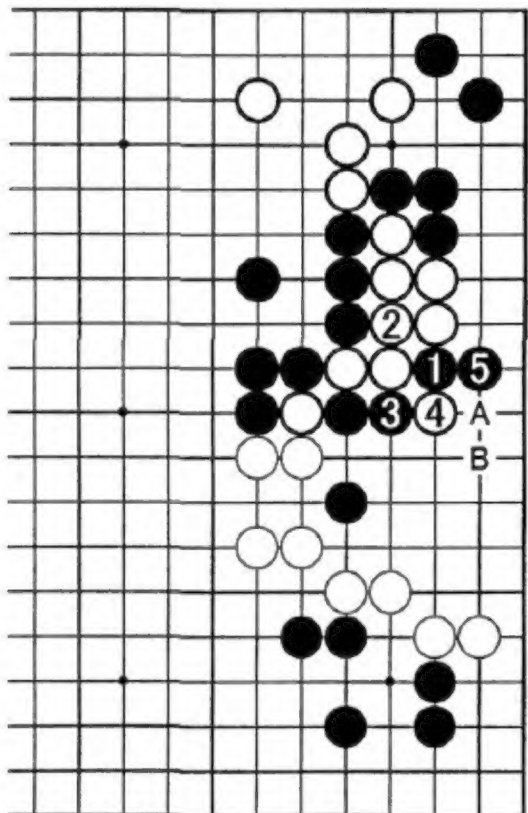


Dia. 2. Variation

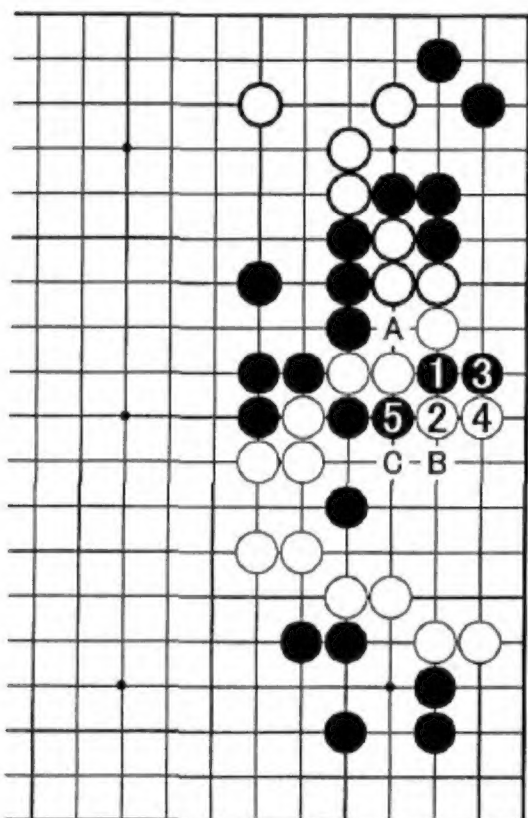
If White capture the black stone at 1 with 2 in *Dia. 2*, Black ataries with 3, then cuts at 5 after White captures with 4. White's four stones below are cut off and floating within Black's sphere of influence. If White connects at 3 with 2, Black will extend to 2-White A-Black B, and the five white stones in the lower left will be captured in the capturing race that will follow.

Problem 3

Black plays in between the two white stones with 1 in *Dia. 1*. If White connects with 2, Black blocks with 3. If White 4, Black descends to 5 and the seven white stones above will be captured. If White 4 at 5, Black 4-White A, Black B, and the white stones will lose the capturing race.



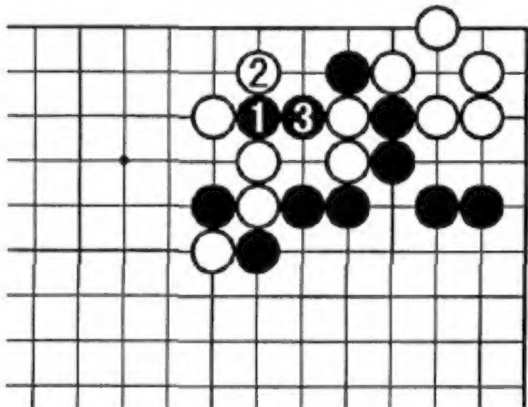
Dia. 1. Correct Answer



Dia. 2. Variation

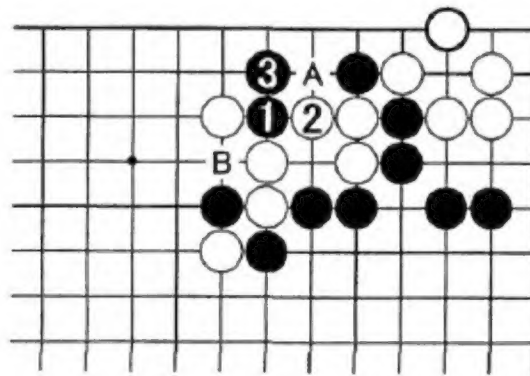
If White answers Black 1 in *Dia. 2* with the atari of 2, Black will descend to 3. White blocks with 4, but, after Black ataries with 5, connecting at White A doesn't help. Black 1 at 5 is a mistake. White will play 2–Black B–White C and White's stones on the right are safe.

Problem 4



Correct Answer

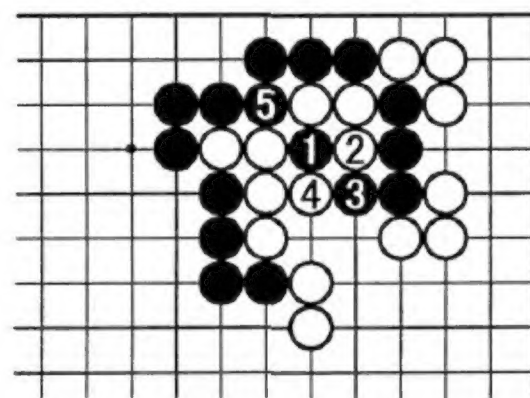
Playing in between the white stones with 1 in *Dia*. 1 is the tesuji. If White 2, Black ataries with 3 and White can't connect because he is short of liberties.



Dia. 2. Variation

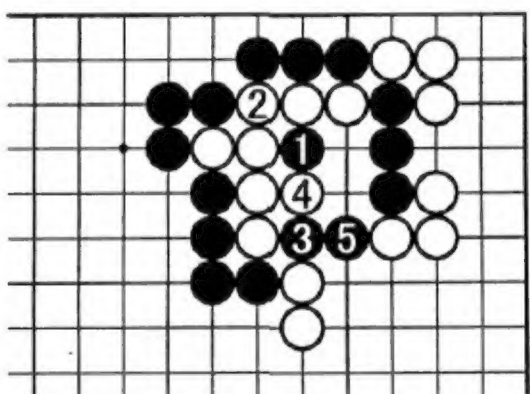
If White answers Black 1 with the atari of 2 in *Dia. 2*, Black descends to 3. If White A next, Black ataries with B and White can't connect because he is short of liberties.

Problem 5



Dia. 1. Correct Answer

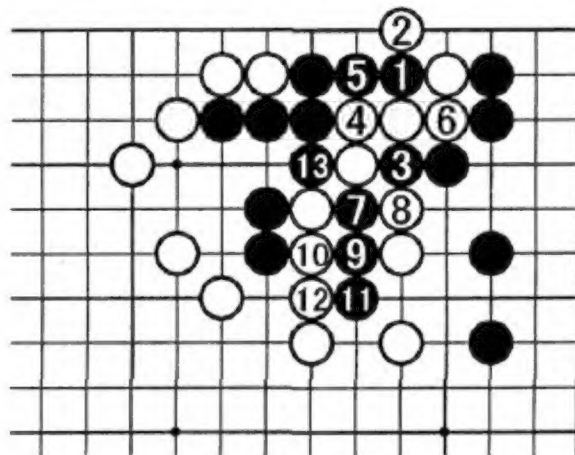
Black 1 in *Dia. 1* is the tesuji. If White 2, Black squeezes with 3 and ataries with 5. White can't connect at 1 because he is short of liberties.



Dia. 2. Variation

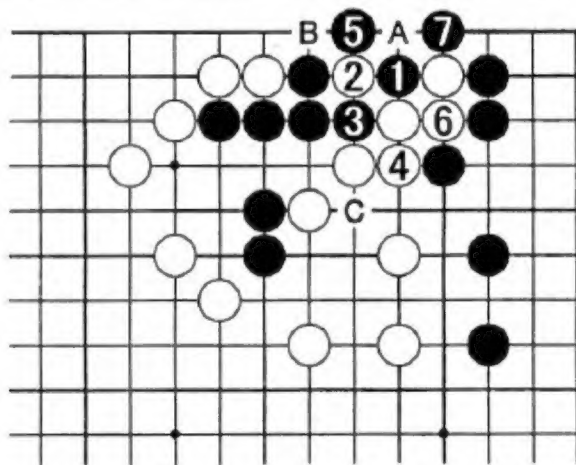
If White answers Black 1 with 2 in *Dia. 2*, Black will cut at 3. Black answers White 4 with 5, and the eight white stones are dead.

Problem 6



Dia. 1. Correct Answer

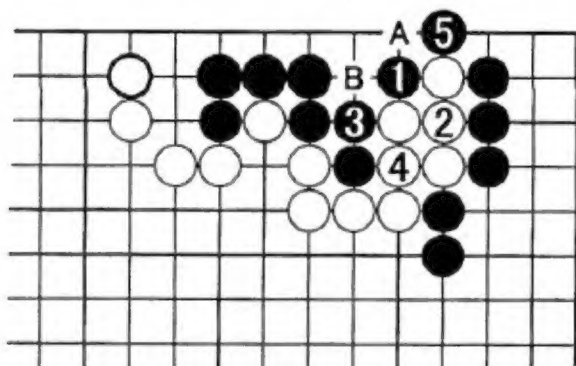
Black plays in between the two white stones with 1 in *Dia. 1*. If White ataries with 2, Black plays the sequence to 11. White must connect with 12, but Black 13 kills the six white stones at the top.



Dia. 2. Variation

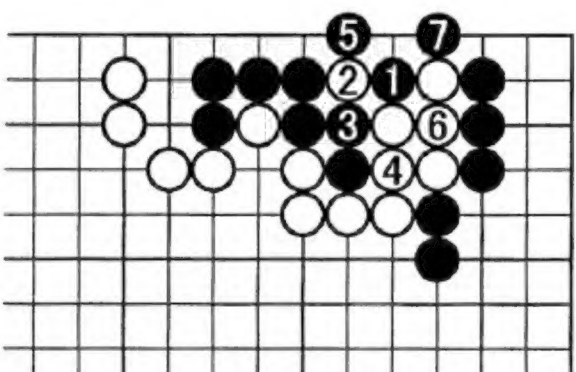
If White ataries with 2 in *Dia. 2*, Black will atari with 3, then link up his stones with 5 and 7. If White 4 at A, Black will cut at 4 and the points B and C are miai.

Problem 7



Dia. 1. Correct Answer

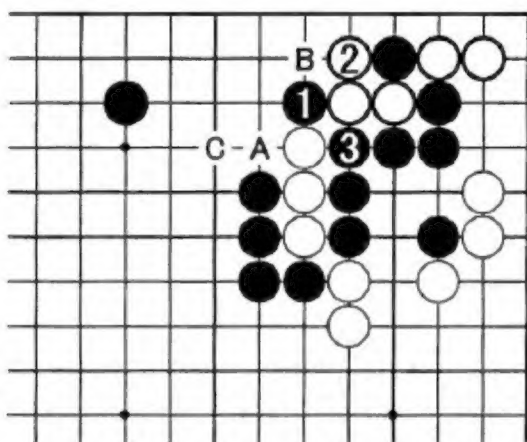
Playing in between the two white stones with 1 in *Dia. 1* is the vital point. If White connects with 2, Black forces with 3, then links up with 5. If White 2 at A, Black plays the sequence 2-White B-Black 4, and Black wins the capturing race.



Dia. 2. Variation

If White ataries with 2 in *Dia. 2*, Black can link up with the sequence to 7

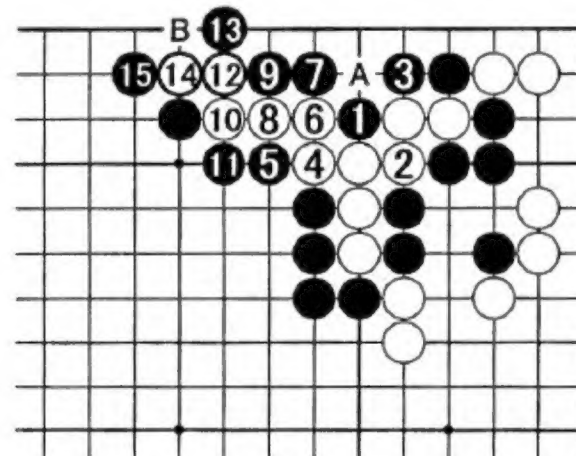
Problem 8



Dia. 1. Correct Answer

Playing in between the two white stones with 1 in *Dia. 1* is the vital point. If White captures a stone with

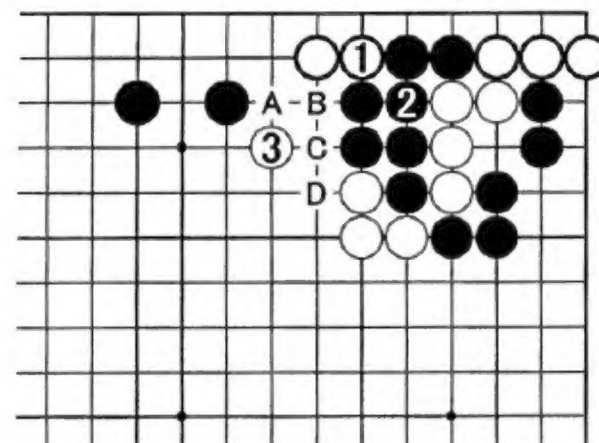
2, Black cuts with 3. If White runs away with A, Black ataries with B, setting up a ladder at C.



Dia. 2. Variation

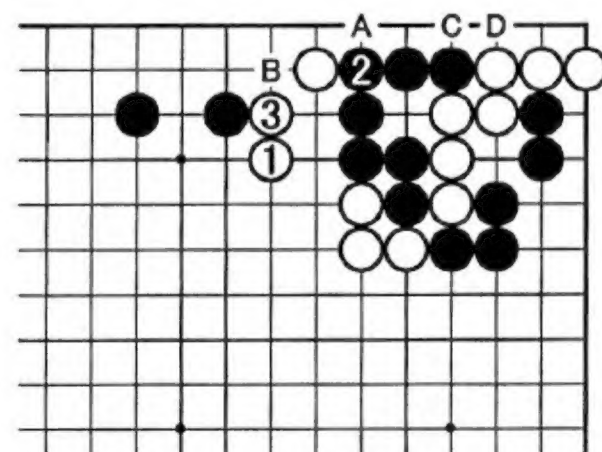
If White answers Black 1 with 2 in *Dia. 2*, Black ataries with 3. If White tries to escape with 4, Black runs him into the edge with the sequence to 15. If White captures with A, Black ataries with B and White's stones can't get out of atari.

Problem 9



Dia. 1. Correct Answer

White plays in between the two black stones with 1 in *Dia. 1*, forcing Black to connect with 2. He then casts a net with 3. If Black plays A, White plays B-Black C-White D, and Black loses the capturing race.



Dia. 2. Failure

If White neglects to play 1 in *Dia. 1* and simply casts a net with 1 in *Dia. 2*, Black will connect at the vital point with 2. After White 3, Black will play at A, making the points B and C miai. That is, Black B links up his stones. If White defends against Black B, Black C makes an eye and the corner becomes a seki. Instead of Black A, Black could also play at D.

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